

THE GUIDE TO COLLECTIBLE CARD GAMES WIN! MAGIC PRO TOUR DECKS!

JULY 1996 • 15

# TNOQUEST™



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- Accessible to everyone. Players buy a Character Booster and a Story Booster, and they are ready to begin the Hunt — for about five dollars.





# INQUEST

Number 15  
JULY 1996

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### ON THE COVER:

Fulgore vs. Gladius from Topps' new *Killer Instinct* CCG. Check out our *Killer Instinct* game review on **page 46**.



The advertisement features a dark, starry background with a central burst of light. Five circular frames, each containing a different anime character, are arranged around the central title. The title 'Anime Mayhem' is written in a stylized, bubbly font with a yellow-to-orange gradient and a blue outline. The entire scene is framed by a decorative, metallic-looking border with ornate scrollwork at the corners.

# Anime Mayhem

A-M in America...the Rising Sun hits card games  
July 1996 Pioneer presents the first, and only, Anime card game  
· ACTUAL SCREEN ART from 'Bubble Gum Crisis', 'Ranma 1/2', 'Techni Muyo!',  
and 'El Hazard: The Magnificent World'.  
· The first game designed for solitaire play, or as many as you can fit around the table!  
· Ready to play out of the box!  
· Look for rare cards in Anime videos from Pioneer, AnimEigo and Viz.



# Beware: Gamers

When I got started with this whole *InQuest* gig some 10 months ago, I knew very little about collectible card games. And as time rolled on, I realized that I knew even less about the people who play them.

While I've learned a thing or two about the games—y'know, things like being able to decipher the difference between *Wyvern* and *Middle-earth* and how to use a giant *Magic Chaos Orb* card to my advantage—I still can't figure out those gamers.

There oughta be some sort of an investigation here. Some of these people cannot possibly be from this planet. They should be locked up for good. Some of them seem downright dangerous, and the last thing I need is my life jeopardized by a freak attacking me because of a dispute over an Icy Manipulator card.

So I've put together the following list of the Top 10 most baffling CCG-related things I've witnessed during my time here at *InQuest*:

10. A pimple-faced, pudgy teenager running around a retail store's parking lot, wearing nothing but *Heresy* cards to cover his privates, yelling "I am the king of Spain!" at the top of his lungs.

9. A beat-up old van, looking much like the Mystery Machine from "Scooby-Doo," barreling past me on the highway with a sign on the back that read "Wyvern or Bust."

8. A skinny old man from Lima, Peru, vehemently insisting that he was Crenshaw the Mortificator from the *Doomtrooper* card set.

7. A psychotic mother, who looked like the Chaos Orb from the neck up, standing in a remote corner of a Shop-Rite, mercilessly taunting her infant child with a Shivan Dragon card.

6. *Hyborian Gates*.

5. Price Guide Director Stephen Shamus lying in a bowl of his own urine.

4. A hefty 12-year-old trying desperately to exchange his *Marvel Over-Power* cards for a chocolate dip cone at the local Dairy Queen.

3. A father who named his first-born "Jyhad" (hey, it could've been a lot worse—he could've been a *Blood Wars* fan).

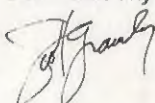
2. Baron Sengir himself throwing a portly midget clear across the room at a local pool hall.

1. A sizable middle-aged man at the local 7-11 eating a *Guardians* card. "I thought it was a beef jerky," he said.

Are there rational explanations for these actions? Do you gamers out there consider this type of behavior "normal"? I am begging you to please contact me and fill me in on this life of yours. I demand an explanation.

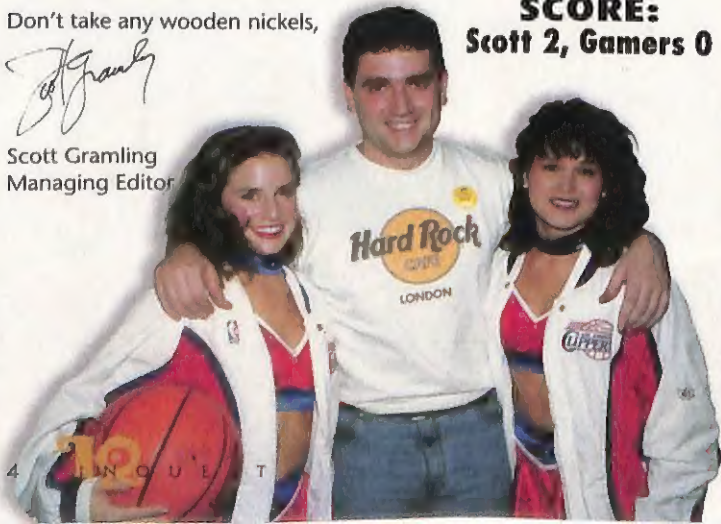
But as baffled as I am by these and other actions (I had to keep this list to a PG-13 rating, y'know), you gamers seem like swell guys and gals. Kinda makes me feel bad about rounding up some buddies to pants the college *D&D* club before chasing the members around campus while smacking them with lacrosse sticks....

Don't take any wooden nickels,



Scott Gramling  
Managing Editor

**SCORE:**  
**Scott 2, Gamers 0**



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## An expansion set for *Middle-earth: The Wizards™*

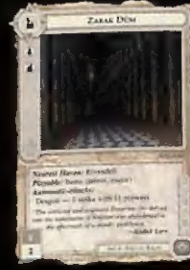
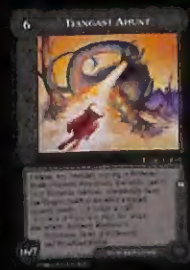
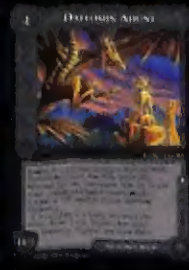
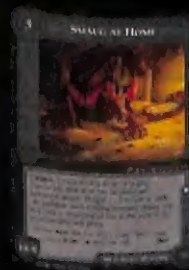
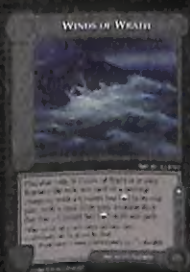


*"So the rumour of the wealth of Erebor spread abroad and reached the ears of the dragons, and at last Smaug the Golden, greatest of the dragons of his day, arose and without warning came against King Thrór and descended on the Mountain in flames."*

*—The Lord of the Rings*

*Middle-earth: The Dragons™* is the first expansion set for *Middle-earth: The Wizards*, ICE's collectible card game designed for one to five players. Expand your collectible card portfolio with this set of 180 new tradable game cards, and use them to explore new play strategies.

Each booster pack contains 15 cards and a new six page insert with rules for *Middle-earth: The Dragons*. Each card is beautifully illustrated with fine color artwork created by over 45 renowned fantasy artists.



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## FEUDAL LORDS

In the first DARK AGE™ game "FEUDAL LORDS," players will be given the chance to build their own tyrannical castle state. They can load it down with an array of twisted, savage combatants: including highly skilled Warknights, voodoo taunting Mystics and psychotic scientists. Players can then add all variety of body-mangling weapons from high-tech acid pellets to primitive ripping blades and voodoo totems. Once players have built their legions, it's up to them to bend their opponents to their will, within the fast-paced, exciting combat system of the DARK AGE.

In addition, Brom, the co-creator of the DARK AGE world and one of the hottest fantasy artists working today, is personally responsible for painting over 25 percent of the DARK AGE cards. Look for DARK AGE: FEUDAL LORDS at a store near you this July.

Also, look for the DARK AGE companion CD-BROM, a screen saver with a fascinating inside look into the making of this Summer's hottest game.

Continuing in the FPG tradition, DARK AGE features all new artwork by an Armageddon of top rated pros:

John Berkey

Rick Berry

John Bolton

Tim Bradstreet

Brom

Dave Dorman

Phil Hale

Bob Eggleton

Henry Higginbotham (sculptures)

John Zeleznik





# INQUISITION

## Letters to the Editors

### GUESS WHO'S READING YOUR MAIL

Okay, listen up. This is Rick Swan talking, the new overseer of "Inquisition." Yep, I've been pushed—er, promoted—from the back of the mag to the front (but I'll still be yakkin' at you on the last page, same as always). From here on out, I'm the guy who'll be sifting through your scrawls, picking out the cream o' the crop to share with the drooling multitudes. But, of course, I can't print 'em if you don't write 'em! Matter of fact, right now I'm perched on the roof, binoculars in hand, looking for the mail truck.

So whadda ya think? Will CCGs be the death of roleplaying? Is *Magic: The Gathering* getting too big for its own good? Is Richard Garfield a special effect whipped up by Industrial Light and Magic? Well, how the heck would I know? Wrap your tentacle around a pencil and fill me in. While you're at it, tell me what you thought of this ish. What tickled your fancy? What made you see red?

And speaking of seeing red...

#### RPGs R.I.P.?

I am quite sick of the people who claim that *Magic* and other card games like it have killed roleplaying. The only way roleplaying will die is if you, the roleplayer, let it die. If all of you decide to stop playing your *Dungeons & Dragons* and games like that, roleplaying will die. And not because of us, but because of you. We are not your scapegoats for the diminishing interest in roleplaying and the increasing interest in card games. Keep your afternoon-long, very boring, backpack-filling roleplaying games. I believe I'll stick to my pocket-sized deck of *Magic* cards. And please don't knock me for it. After all, how can you criticize someone for playing a game that is fun for him?

LiveEv  
Cyberspace

Once and for all, card games and roleplaying games aren't in competition. Did Trivial Pursuit kill Monopoly? Did miniature golf kill field hockey? Did video games kill pinball machines? (Er, scratch that last example.)

#### Why We Can't Get Dates, Part One

I am a woman, and I believe that the all-too-large-breasted females in your magazine are quite offensive (particularly in the advertisements). Why aren't there men like that in there?

Arkangel16  
Cyberspace

Good question. If you're a large-breasted man, please get in touch with us immediately.



#### Why We Can't Get Dates, Part Two

I don't play *Magic*, or any other stupid card game for that matter, but my brother does. I read the "Inquisition" part of your mag because the letters (and answers) written by weirdoes, freaks, quacks, psychos and otherwise mentally unbalanced people are funny. But I have a big problem with your mag. It's full of pictures of half-naked women which I find extremely demeaning.

Will you stop with the nasty pictures already?!!

And I don't want a cute little answer. I want you to stop printing these offensive pictures.

Gen Flieger  
Lakewood, OH

I think I love you.

#### Orb Bix

You might be interested to know that the issue with the oversized Chaos Orb in it (*InQuest* #12) disappeared from the shelves of my local comic book store before I even saw it. The story I heard was that two men came in and bought all the copies earlier that day. I'd been waiting for it since I saw the announcement several months ago. Steve Jahner at Capital City Comics and Books in Lansing was nice enough to call his distributor, find out that they were out of it (so he couldn't reorder), and call around to three stores in the area. He managed to locate one copy.

If I remember right, the tournament rules only require that cards have "identical card-back design." The rules don't say anything about a size difference. Does this mean the oversized Chaos Orb is tournament legal?

Kenneth M. Kawamura  
E. Lansing, MI

Hmm. Would a Chaos Orb the size of a TV Guide be allowed in a tournament? I'd say that'd be about as likely as an Orb sprouting wings and flying around the room. Tell you what, try it out at your next tourney and let us know what happens.

#### End of the World Imminent

Yes, that's right, there's a crisis in the making for the CCG industry. What is it, you ask? Well, game designers are going to run out of synonyms for "tap." So far there are six different ways to tap a card, namely: tap (*Magic: The Gathering*, *Jyhad*), crank (*On the Edge*), drain (*Ultimate Combat*), open (*Heresy: Kingdom Come*), turn (*Shadowfist*) and







engage (*Galactic Empires*).

My word processor lists only two other options: employ and draw upon, which both kind of suck. I suggest that *InQuest* run a contest asking for the best synonym for "tap," and the winner would get a copy of every card that has an existing rip-off synonym printed somewhere in its text box.

Colin Byrum  
Dayton, OH

*We'll take your contest idea under advisement (but don't hold your breath). Meanwhile, here are some more options: tweeze, disgorge, expectorate and poot.*

### Chaos Clarified

Every day at lunch we play. There's usually a game or two of *Magic* going on, with *Star Trek* at the far end, a good portion of the table taking up a *Middle-earth: The Wizards* duel, and some trading on the floor. Kids walk by and laugh at us, and we throw apples. (You'd be surprised how good our aim has become over the past year.)

So when we read the "Ultimate Chaos" article (*InQuest* #12), we were just like, "We really have to do this." So we did. And it sucked. Really, really sucked. For something that seemed so simple, it was really hard. This led us to the conclusion that we were doing something wrong.

So could you please explain how to play Ultimate Chaos in a little more depth? I mean, if my friend is playing *Blood Wars* and I'm doing *Middle-earth* and I attack him with an Orc Patrol, what happens?

Linnea Graybill  
Phoenix, AZ

*Well, you might consider clobbering him with an apple.*

### Just Wondering

I've been wondering about something. What will happen when *Magic* cards go out, and are they going out? Me and my friends really like to play, but we're going to lose a lot of money if they go out.

Jacob Whalen and John Selickman  
Cyberspace

*Uh, go out where?*

### Sticky Fingers

I have a question regarding my copy of *InQuest* #11. I had just picked up this mag and some cards at a store in my town. When I got home and tried to open up the mag, I couldn't, because the pages were glued together by some sort of white liquid. I am just wondering what it is that have the pages stuck together.

Kevin Null  
Tower City, PA

*Hobbit snit. It won't happen again.*

### Doofus Alert

Whoever wrote the article on the 10 most-desirable *Middle-earth: The Wizards* cards ("Lore of the Rings," *InQuest* #12) is a complete doofus! They got all the good cards right but really messed up on the worst card. They said the Anduin River is the most worthless card in the set. Granted, it's no The One Ring, but it's not useless.

Okay, here is what I want you to do. Pick up the Anorien region card. Go ahead, pick it up. Does it say at the bottom that you can move from Anorien to Dagorlad? No! Do you know why? Because there is a very large geographical boundary called the Anduin River. Do you make the connection?

Don't take any of this the wrong way, because I do love the magazine. Somebody just goofed. It's okay. It happens.

Teddy  
Cyberspace

*Like anybody would wanna go from Anorien to Dagorlad in the first place. But, yeah, yeah, we get the point.*



### Note from the Vatican

May your descendants be as numerous as the stars in the sky and as many as the sands on the Earth. May they be blessed, yea, even unto the tenth generation. May your names never fall by the wayside. For

truly you are great.

Patrick Holloway  
Cyberspace

*Yes, and you oughta see us pick our teeth with our toes.*

### Wallet Killer

I've played *Magic* for more than a year now and was glad when the store I work at began carrying *InQuest*. Besides being an entertaining read (I put it ahead of *Time*), it gave me a chance to see how a deck could be built beyond my typical Weenie World.

But most of your articles seemed to assume that every player had four copies of every rare card in existence. Maybe you should list how much it would cost to build one of your killer decks. I'd rather make my monthly mortgage payment, thank you.

My hopes went up when I saw Jeff Hannes' "Killer Instinct: How to Build a Killer Deck in Nine Easy Steps" (*InQuest* #11). When he asked, "What's the best way to make a killer deck if you don't already own four of every *Magic* card?" I thought, "Finally! An article that hits me right where I live—namely, my wallet." But no! Hannes describes his easy deck as containing four Jokulhaupses, four Erhnam Djinnns, four Black Vises and a fistful of other rare/uncommon cards. His solution, if you don't already own four of every card, is to go out and buy them?!

Rob Buchler  
Alma, MI

*Hey, we feel your pain. But even if you're on a budget, the fundamentals of killer decks still apply, namely (1) choose (and stick with) a theme, (2) stay close to the 60-card minimum, (3) try to include four-card sets of your strongest stuff, and (4) concentrate on preventing damage and gaining life. It's sad but true: Any killer deck, even the simplest, requires time, effort and, yes, money. This is war, pal. You can't go up against a bazooka with a pea shooter.*

### Couch Potato Dept.

When they say, "Tap the Rockies" in those Coors Lite commercials, are they talking about tapping their snow-covered mountains to add red mana to their mana pool?

Gman23464  
Cyberspace

*Turn off the damn TV.*

## P E N

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!



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## Suggestion Box

1. Could you include a Top 10 list of weird-looking cards from different CCGs?
2. Could you include poster-sized inserts of *Magic* card pictures?
3. Could you have Boris Vallejo do some covers?
4. Could you include a list of all CCGs out there that are worth knowing about?
5. Could you tell Rick Swan that I like mozzarella, jack and ricotta, in that order too?
6. Could you please tell us about any new campaigns coming out for *AD&D* or about any new roleplaying games in general?

Ben Jacobs  
Springfield, MA

1. We've never seen a weird-looking card.
2. Probably not.
3. Maybe.
4. They're all worth knowing about. Except maybe one. Or two.
5. He's changed his mind. Now he likes cottage, cheddar and goat.
6. If enough of you want it, there's no telling what we'll do.



## Letter to Santa

I started playing *Magic* just after the *Ice Age* and Fourth Edition expansions came out. I missed a lot of good cards and expansions that are nearly impossible to find or afford now. I was wondering if you could send me a few Juzam Djinn, one Chaos Orb and some Sinkholes. (I'm working on a land destruction deck.)

G. Forbes  
Mahtomedi, MN

Oh, sure. And while we're at it, we'll send you Richard Garfield's home phone number, a semi full of M&Ms, and the keys to the office. Sheesh.

## Music Appreciation

I agree with those people who are

against *Magic* tournaments offering such huge monetary prizes. *Magic* is still a game that should be played for fun. Later, when it has established a firm base and reputation, it may be well to play for higher stakes. But this kind of large monetary remuneration reeks of insecurity, as if the Duelists' Convocation and Wizards of the Coast somehow have to make *Magic* "respectable" by offering a bloated reward. I feel that this behavior will only encourage cheating, greed and humorlessness on the part of cutthroat players who are out for one thing: the almighty dollar.

In reply to Nathan Hunter, who wrote that the only music he and his friends could think of playing was metal and alternative ("Inquisition," *InQuest* #12): Get an education! Yes, if you are playing *Cyberpunk* or *On the Edge*, your music is indeed appropriate. But for *Magic* (and many other CCGs), you need to listen to *InQuest*'s advice and go further. What could be a more perfect compliment to *Magic* than Wagner's Ring cycle, from whence Tolkien's own mythos was partly derived? Put in "Das Rheingold" and press play; it is, after all, the "heavy metal" of opera! How can you pass up "The Ride of the Valkyries" or "Siegfried's Funeral March"? Follow that up with Orff's "Carmina Burana," any Sibelius symphony, any of Arvo Part's works, and add the most tremendous *Dies Irae* available (Berlioz's "Symphony Fantastique" and Verdi's "Requiem") and you'll never go back to metal. At least not for card games.

Charles Bartholomew  
New York, NY

*Dies Irae... isn't that a White Zombie tune?*

## Purpose of Life

Everyone I know is engaged in this horrible debate. Perhaps you can solve it for us. Is the object of *Magic* to kill your opponent or to have fun? We are at each other's throats about the whole thing.

Jim Chandler O'Neal  
Cleveland, MS

It depends. If you're winning, the object is to kill your opponent. If you're losing, the object is to have fun.

## Solitary Man

I'm a die-hard CCG collector. I collect

# The Name of the Game

True stories behind the names of game cards

## Magic: The Gathering—Fallen Empires

**Creature names:** The *Fallen Empires* designers (Skaff Elias, Dave Peirce and Jim Lin) chose *Thull* for its similarity to "thull" or "stave." *Thullid* is an actual type of fungus, and *Saprophyte* comes from another type of fungus, saprophyte. *Howard* derives from the Latin name for the lobster genus, *Homarus*, while *Camorid* (created by the *Howard Saprophyte* card) comes from a crayfish genus, *Cambarus*.

**Order of Lath:** *Children of the Bites* (backlighting, plastic, paws) to create colorful pictures. *Fallen Empires* designers, who own this toy, decided to introduce *Lathbarnes* into *Magic*.

**Orgg:** *Orgg* was played and designed. *Orgg* was created by the pronounced "Orgg" as "Orgg" so the designers created an *Orgg*.

**Thelone Monk:** Tribute to great jazz pianist/composer Thelone Monk (1917-82).

**Vadon Knight/Sabbath:** *Vadon Knight* is a Russian for "Vadon" is Russian for "Vadon".

**Guerrillas:** *Guerrillas* is a word that means a group of people who are in a war with the government.

**Harold:** *Harold* is a name that means a group of people who are in a war with the government.

**Joseph:** *Joseph* is a name that means a group of people who are in a war with the government.

**Frank:** *Frank* is a name that means a group of people who are in a war with the government.

**Paul:** *Paul* is a name that means a group of people who are in a war with the government.

**John:** *John* is a name that means a group of people who are in a war with the government.

**Robert:** *Robert* is a name that means a group of people who are in a war with the government.

**Charles:** *Charles* is a name that means a group of people who are in a war with the government.

**Thomas:** *Thomas* is a name that means a group of people who are in a war with the government.

**James:** *James* is a name that means a group of people who are in a war with the government.

**John:** *John* is a name that means a group of people who are in a war with the government.

**Robert:** *Robert* is a name that means a group of people who are in a war with the government.

**Charles:** *Charles* is a name that means a group of people who are in a war with the government.

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**John:** *John* is a name that means a group of people who are in a war with the government.

**Robert:** *Robert* is a name that means a group of people who are in a war with the government.

**The Name of the Game**  
c/o *InQuest*  
151 Wells Ave.  
Congers, NY 10920  
e-mail: [InQuestmag@aol.com](mailto:InQuestmag@aol.com)

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Illustration by Lee Gibbons



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# WotC LAUNCHES NATIONWIDE MAGIC LEAGUE

**W**izards of the Coast is launching a new program for its hit collectible card game, *Magic: The Gathering*. Beginning in August 1996, participating retailers in selected cities will offer in-store league play, organized and administrated by the Renton (Wash.)-based company.

Rob Voce, director of strategic projects in WotC's Events Division, believes that Arena is an "unprecedented" event in the gaming industry. "Players [in Arena] will have a national ranking system, standardized formats of play across the system, and eventually throughout the world, and unique extremely cool prizes and giveaways only offered to players participating in Arena."

Upon joining Arena players will get one of five basic lands, each illustrated with a detail from one large painting by *Alliances* artist Tony Roberts. Top league finishers will receive a Disenchant or Fireball with new art, while judges can earn pins and uncut card sheets.

Retailers, Voce said, can expect increased foot traffic and sales as well as improved communication with WotC. And WotC itself hopes to achieve closer contact with its customers "at the grassroots level," which should lead to a better product.

According to Voce, Arena is part of an attempt to position *Magic* as an "intellectual sport," similar to chess. So far, most of that attempt has targeted the high-level *Magic* player via championship tournaments and the Pro Tour. In contrast, Voce likens Arena to "the playground of *Magic*," allowing players to "work [their] way up through the system," with exceptional players qualifying for the *Magic* Pro Tour through local tournaments associated with Arena.

WotC President Peter Adkison envisions Arena as



ROB VOCE

eventually spreading worldwide. "Within 12 months, we expect Arena to be running in 30 or 40 cities... Within a couple years, it should be everywhere: fully automated, instant feedback, worldwide." He also notes that Arena need not be limited to *Magic*. "There's no reason we wouldn't do it for other games as well... We think *Netrunner* would work well in a league environment."

WotC is actively testing Arena in Seattle, Tacoma and Olympia, Wash.; league formats have included sealed deck, Type II and continuous draft. The response so far has been quite favorable, and WotC is considering the comments of players and retailers.

WotC recommends that interested players ask their local retailers about participating in Arena, contact WotC via e-mail at [league@wizards.com](mailto:league@wizards.com) or "surf" <http://www.wizards.com/Arena>. Retailers should call their merchant customer service number to request inclusion in the league.

■ Andy Collins

**Editor's note:** When Andy Collins wrote this article, he was a volunteer for the Arena program. He has since become a full-time employee of Wizards of the Coast working on Arena.

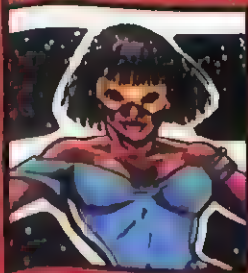


NEW ARENA FIREBALL CARD ART FOR TOP LEAGUE FINISHERS

WHAT'S  
AHEAD



Details on the new "Star Wars" strategy. See page 11.



Read about the new "Star Wars" strategy. See page 11.



Read about the new "Star Wars" strategy. See page 11.



# Star Wars: A New Version

As George Lucas prepares to film the next installment in the legendary "Star Wars" series, Fox is planning to re-release the original trilogy to movie theaters, replete with brand new special effects and scenes that didn't make it into the original release.

Called "The Star Wars Trilogy Special Edition," the retooled movies will mark the 20th anniversary of "Star Wars" release.

The first of the retooled movies, "Star Wars: A New Hope," will hit the theaters in spring 1997, with new digital effects from Lucasfilm's Industrial Light and Magic studio and a new digital soundtrack using the THX sound system.

"The digital technology that ILM pioneered in films like 'Jurassic Park' and 'Forrest Gump' allows me to revise a few scenes, which bring the movie closer to my original vision," said George Lucas, creator of the "Star Wars" series.

Among those modified scenes are the Mos Eisley spaceport and the Tatooine desert, all of



JABBA THE HUTT

which will be re-populated with aliens created entirely by digital technology. There will also be new vehicles and new droids.

Most important, however, is the scene in which Jabba the Hut confronts Han Solo before the *Millennium Falcon* escapes from Tatooine. Lucas originally filmed it with Harrison Ford and a human stand-in for Jabba but could not complete it because he lacked the special effects technology at the time.

Now, however, Lucas has restored the scene, adding more than four minutes to the original movie, with a digitized Jabba the Hut seamlessly overlayed onto the screen. While the original Jabba, which debuted in 1983's "Return of the Jedi," was an oversized puppet, this computer-animated version will be able to slither across the screen.

The second and third movies in the original trilogy, "The Empire Strikes Back" and "Return of the Jedi," will also feature fully restored prints, enhanced visual effects and sound remastered in THX dubbing at the Skywalker Sound studios. Both are slated for re-release later in 1997. ■ Andrew Steven Harris

Star Wars: TM & © Lucasfilm Ltd.

## Hero Partners with R. Talsorian

Hero Games, the champion of superhero gaming, has a new set of teammates. R. Talsorian Games will be handling production and distribution of Hero's paper-based products.

Under the agreement, Hero will supply fully edited manuscripts that R. Talsorian will produce and distribute. In February, Hero ended its 10-year team-up with Iron Crown Enterprises, with whom they had a similar relationship ("Hero Splits from ICE," *InQuest* News, *InQuest* #14).

The first planned Hero-R. Talsorian release will be a new edition of *Champions*, Hero's popular superhero RPG, initially published in 1981. "The new *Champions* will be foremost a campaign book, the first systematic campaign world we've published for the game," said Steve Peterson, co-designer of the Hero System, the universal rules system on which Hero products are based.

"Simplified mechanics will focus on the numbers you functionally need and will be very easy to pick up, but the new edition will be completely upward-compatible with existing rules," Peterson added.

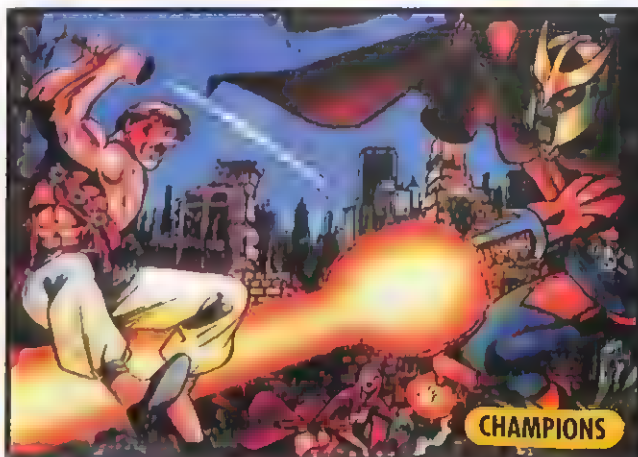
When asked if the new *Champions* is going to look as stunning as R. Talsorian's acclaimed *Castle Falkenstein* RPG, Peterson responded, "That's what we're shooting for."

Mike Pondsmith, president of R. Talsorian Games, summed up the project in a tone of calm conviction: "What we've got for *Champions* is going to be killer."

After *Champions* appears in December 1996, Hero

hopes to adhere to about the same production schedule it had with ICE: one new product every month or two.

Hero is currently working on another product line, Hero Plus, which will be a series of full-color books in electronic format featuring a variety of genres, especially fantasy and science fiction. For more information on the team-up with R. Talsorian, Hero Plus and Hero's other adventure book licenses, check out the Hero Web site at <http://www.herogames.com>. ■ Bob Kruger



CHAMPIONS

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# QUEST FOR THE GRAIL

Quest for the Grail consistently receives the highest ratings for art, playability and pure enjoyment from card gamers around the world.

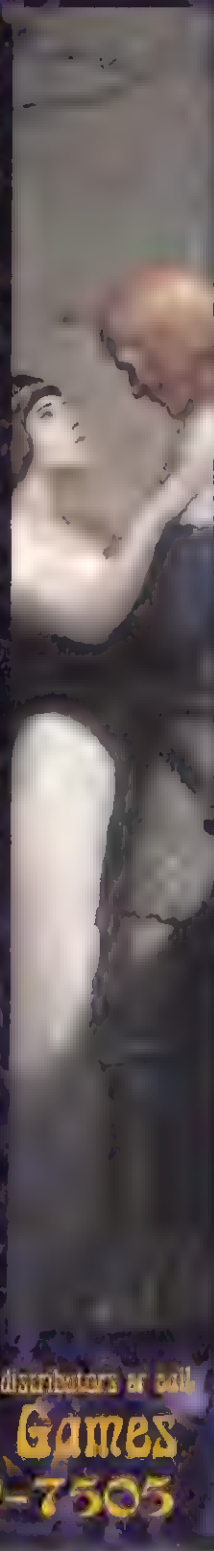
In *Quest for the Grail* the adventure of the age of King Arthur comes to life. It is easy to learn and play, and features familiar heroic characters who players can identify with. The cards are lavishly illustrated by great classic illustrators and the best new artists around.

Stone Ring Games provides exceptional player support with a newsletter, more store, club and convention events than any other game and a major presence on the internet.

The legend goes on this summer with *Knights of the Isles*, an expansion devoted to the heroic exploits of the knights of Scotland and Ireland.

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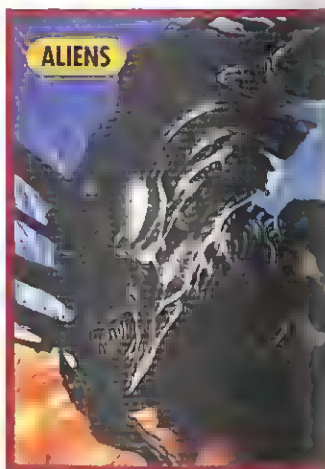


## "ALIENS: RESURRECTION"

Just when you thought it was safe to go back into hypersleep, the goop-dripping, acid-blooded, face-hugging xenobrood of 20th-Century Fox's successful "Aliens" movies return in a fourth installment of the series, "Aliens: Resurrection," due in the spring of 1997.

The movie will focus on Ripley, the heroine of the first three movies, played by actress Sigourney Weaver. That leads to all sorts of questions, since Ripley died at the end of the third movie.

Fox isn't saying anything definite, but it points to the title of the movie—"Resurrection"—as a clue, and it notes that it is generally assumed that the movie will involve some form of clone-related plot device to bring Ripley back to life. The story itself, Fox says, involves interstellar pirates and their encounter with the Aliens. ■ Andrew Steven Harris



## White Wolf Investigates Virtual Magic

White Wolf Game Studios is looking into a recently advertised game, *Spheres of Ascension*, and its manufacturer, Virtual Magic Inc., because of concerns over copyright and trademark infringement.

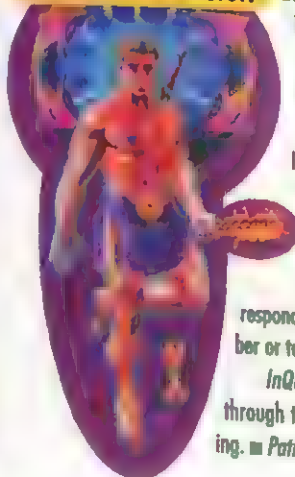
White Wolf Vice President of Sales and Marketing Michael Krause called the presentation of *Spheres of Ascension* "confusingly similar" to White Wolf's own *Mage: The Ascension* roleplaying game and tarot deck.

Wes Harris, White Wolf's vice president of licensing, said that calls to the toll-free number in the *Spheres of Ascension* ad went to an answering service hired to take orders. "What you got was a voice that said, 'Spheres of Ascension. How many decks would you like?,' and then they'd ask for your credit card number," he said.

Harris checked with several Florida organizations, including the Better Business Bureau and the Occupational License Office, none of which had any information on Virtual Magic.

"We wouldn't want a fan to have a problem with this company and have no way to get in touch with them," Harris said. "We're concerned that no one knows this company or who is running it." He noted that Virtual Magic had not responded to messages left at the toll-free number or to a registered letter sent by White Wolf. In *Quest*'s attempts to contact Virtual Magic through the toll-free number were also unavailable. ■ Patrick Daniel O'Neill

### SPHERES OF ASCENSION





# GDW Goes Under

Game Designers' Workshop has gone out of business.

Launched in June 1973, GDW produced a wide variety of products, includ-



ing the *Traveller*, *Twilight: 2000*, *Dark Conspiracy* and *2300 A.D.* roleplaying games and the *Command Decision* and *Harpoon* miniatures games. GDW has already found new homes for most of its games.

"The market was, and is, changing, and for a variety of reasons we were

unable to change with them," Frank Chadwick, GDW president and co-founder, said of his business' demise.

However, the venerable company's death knell may have been a lawsuit by roleplaying giant TSR.

"Probably the single most significant event for us was the [1992 copyright infringement] lawsuit with TSR over the *Dangerous Journeys* RPG," said Chadwick. Although *Dangerous Journeys*' licensor paid GDW's legal expenses and TSR purchased the remaining games in a 1994 out-of-court settlement, "the entire incident knocked about two years out of our product development plan.... We never quite found our footing again."

"Although we never had the No. 1 roleplaying game, we had a couple of good solid No. 2s which became classics," said Chadwick. "I don't know of anyone else who worked in as wide a variety of forms as we did or who did it so well."

The company declared bankruptcy in January and closed Feb. 29. ■ *Teeuwynn*

## Games Workshop, Distributors Go to Court

The lawsuit against Games Workshop by three Southwestern games distributors is moving into the discovery phase and will go from there to trial.

Games Workshop, which makes *Warhammer* and other games, began acting as its own distributor to retail outlets in September 1995 ("Distributors Sue Games Workshop," *News & Notes*, *InQuest* #8). The three plaintiffs—Wargames West, The Armory and Greenfield Hobby Distributors—have charged Games Workshop with breach of contract, fraud and violation of anti-trust regulations, claiming that the company's self-distribution could unfairly drive up the price of its products.

After settlement talks broke down, Judge E.L. Meechem of the U.S. District Court denied the distributors' motion for a preliminary injunction that would have forced Games Workshop to continue to sell them products.

Games Workshop spokesman Mark Hall had no comment on the developments except to say that his company would continue to do business as it had since September.

The case now goes into the discovery phase, as each party attempts to gain information from the other in preparation for trial, which is not likely to begin before the summer. ■ *Patrick Daniel O'Neill*

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August 1996



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# In Other News...

Topps has delayed its *Killer Instinct* CCG until June, when the martial arts video game will be released for the Nintendo 64 entertainment system.

The 1996 *Killer Instinct* CCG champion will win a *Killer Instinct II* arcade game. (See page 46 for a review of the *Killer Instinct* CCG.)

Pinnacle's purchase of competing card-maker Donruss has thrown plans for *Top of the Order '96* into doubt. Ron Kent of Donruss' game design firm, NXT Games, says that *X-Files* and *Red Zone '96* will definitely appear this summer.

West End Games' *Star Wars: Shadows of the Empire* novel tie-in appears in June. Twenty smackers gets you a 128-page hardcover sourcebook detailing the time between the "Empire Strikes Back" and "Return of the Jedi" movies.

*Star Wars: Classic Adventures* Vol. 3, to appear in June, will contain three long-out-of-print *Star Wars* roleplaying scenarios. The 128-page West End paperback features a murder/espionage romp on the Mon Calamari homeworld and costs \$18.

In June, White Wolf will release a \$22, 192-page players guide for its *Changeling* RPG. It has new facts on Native American changelings, revised magic rules and other stuff.

White Wolf plans five historical settings for its "World of Darkness" games, starting with *Vampire: The Dark Ages* this spring. Look for an Old West *Werewolf* in 1997.

White Wolf showcases more undead dread in two anthologies. *The Art of Gore* (\$15) features new tales from Clive Barker and others. *Tombs* (\$6) has stories by Michael Moorcock, Neil Gaiman, Nancy Collins and Ben Bova.

*Ill Met in Lankmar*, a \$6 White Wolf paperback, features Fritz Leiber's *Fafhrd and Gray Mouser*. (Gray Mouser takes on Zorro in "Contest of Champions" on page 36.)

Test drive TSR's upcoming *Advanced Dungeons & Dragons* CD-ROM on America Online (keyword: TSR). The product can generate characters, maps and monsters and contains TSR's five most popular AD&D handbooks.

FPG's June release uses metallic printing to showcase art from the *Guardians* CCG. The cards also feature play hints, killer combos

**FOR THE FIRST TIME EVER, MAGIC IS BEING RELEASED SIMULTANEOUSLY IN ENGLISH, FRENCH AND GERMAN WITH ALLIANCES.**

and background info. There are five *Guardians* game cards exclusive to this release.

*Knights of the Isles*, the first *Quest for the Grail* expansion from Stone Ring Games, has been delayed till June.

The Order of the Round Table is Stone Ring's new organization for *Quest for the Grail* players. For info write 1416 E. 37th St., Austin, TX 78722.

Thunder Castle Games' cutting-edge *Highlander* CCG products include an expansion, *The Watcher's Chronicle*, and a strategy book,

*Watcher's Field Guide*.

The *Fantasy Adventures* expansion based on the "Wheel of Time" novels has been delayed till late summer to coincide with the release of Robert Jordan's newest book.

In June Mayfair is releasing 98 sets of five limited edition *Fantasy Adventures* press sheets. Each goes for a cool \$250.

"Showdown in New York" is a 90-minute videotape from Wizards of the Coast covering the first *Magic: The Gathering* Pro Tour event in New York. The \$14.95 cassette will keep you up to speed on the winning tourney deck strategies. (For news on the second Pro Tour stop, see page 24.)

*Magic: The Puzzling* is a \$14 book featuring 25 *Magic* brain teasers.

French and German versions of *Magic's* new *Alliances* expansion, the sequel to the *Ice Age* stand-alone set, are being released in June, the same time the English-language edition debuts.

WotC has sold the *SLA Industries* RPG line to a new Seattle company, Jageeda Publishing.

"That's no moon!" Parker Bros. gives you a close look at the Empire's secret weapon in its *Star Wars: Death Star Assault* board game.

The next *Star Trek: The Next Generation Customizable Card Game* expansion, *Q-Continuum*, has been pushed back till August. *Holodeck Adventures* will follow in four to six months. The final *Next Generation* CCG product, *All Good Things...*, will appear before '97 is through.

*Art of Mythos* presents art and strategies from Chaosium's new CCG. The \$12.95 softcover appears in June.

Bowen Designs is releasing a Chulhu statue designed by illustrator Stephen Hickman. Call (503) 786-0548 for more information.

New *GURPS* products from Steve Jackson Games include *GURPS Dinosaurs* and *GURPS Compendium I: Character Creation*.

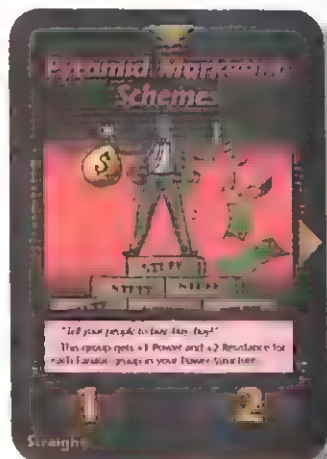
Some *INWO: Assassins* packs contained identical common cards. Others had identical uncommon cards. Finally, some cards were printed with the wrong backs. For questions or replacements call (512) 447-7866.

SJG credits the *INWO* CCG for pushing its 1995 sales over \$3 million for the first time ever.

The 1996 Gen Con Game Fair will be held at the Wisconsin Center (formerly MECCA) Aug. 8-11. For registration information call (414) 248-3525 and ask for Gen Con or e-mail [TSRInc@aol.com](mailto:TSRInc@aol.com).

Wanna be a hero? With the coupon from the *WildStorms Player's Guide*, a photo of yourself and \$19.95 you can become a member of WildC.A.T.s, StormWatch, Gen<sup>13</sup> or WetWorks.

How'd you like to have a Battlechimp Potemkin on your back? For info on *Shadowfist* T-shirts write Digitech International, 1110 Hamilton St., Vancouver, British Columbia, Canada V6B 2S2.



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# NEW MICROPROSE MAGIC, OLD LUCASARTS CLASSICS

MicroProse's *Magic: The Gathering* PC CD-ROM game is due this month. It'll boast hundreds of cards from the original card game and 12 "never before seen" ones. This software is the most eagerly anticipated product since sliced bread. Wouldn't it be funny if all the copies were sent to the same store in Seattle?

LucasArts' first volume of *LucasArts Macintosh Archives* (June, \$40) features *Indiana Jones*, *Day of the Tentacle*, *Rebel Assault* and other goodies previously available only to PC gamers.

In June look for *The Settlers II* from Blue Byte (\$48; SSI distributed, and poorly marketed, the prequel, *Settlers*). With this very detailed god sim you can help your people survive, build and develop an economy in a mission-based real-time campaign.

Koei doesn't seem to understand the concept of sequel. In *Romance of the Three Kingdoms IV: Wall of Fire* (June, \$45), as in the previous games, you start with a small domain in China; you must unite the nation through economic, diplomatic and especially military methods. This has better graphics but few surprises if you've played the classic first game in the series. Tweaks include new characters, new weapons and—in a major break from the series' historical accuracy—magic.

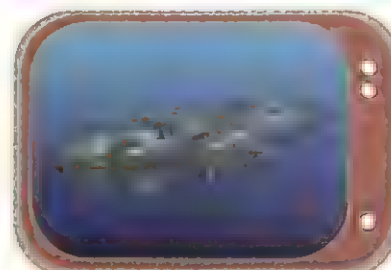
In August, Viacom New Media hopes to release *Snow Crash* (tentatively \$50), based on Neal Stephenson's cyberpunk classic and supposedly showcasing awesome graphics.

Viacom New Media, makers of the *Beavis & Butt-Head Virtual Stupidity* PC game, will unleash another game based on another

MTV cartoon—"Aeon Flux"—this August (tentatively \$50). Show creator Peter Chung is working on the game; expect some racy shots of Aeon's three-dimensional real-time gymnastics.

Blue Byte has already published *Battle Isle 2220*, another sequel (\$44). Set in the year 2220 (duh), this complex turn-based strategy game, a European cult favorite, features tutorials and networking capability.

Thinking about moving to the Klingon homeworld? Then get Simon & Schuster's recently released *Star Trek Klingon* (\$38). This, er, edware provides extensive training in the Klingon spoken language and the ultraviolent Klingon culture. A Mac version is due later this year.



In Sega's *Panzer Dragoon* (May, \$45) you shoot stuff from atop a radar-equipped dragon. This is one of the first games to exploit accelerator cards that bring PC video to arcade-game quality. Despite obvious glitches, *Panzer Dragoon* should go down as a benchmark.

*Duke Nukem 3D*'s jet packs, scuba gear and pipe bombs make it more than another *DOOM* clone. If you don't want to risk carpal tunnel syndrome or \$48 without a test drive, Apogee is selling demos at software stores. ■ Rick Moscatello

**THE SETTLERS II OFFERS A RICH ECONOMIC SIMULATION BASED IN REAL TIME.**



## PLUGGED IN

### The Incredible Expanding OGF

America Online's Online Gaming Forum (OGF) has expanded so much since we first previewed it that it has an additional forum. The Collectible Card Forum (Keyword: Collect Cards) focuses specifically on CCGs, with special emphasis on *Magic*. The new forum has message boards and tons o' downloadable files and—tada!—a chat room.

### Make Yer Own Damn Game

Wanna create your own video game? A new book, *NetWarriors Online: The Game Programmer's Guide to Online Resources*, by Joe Gradecki (Wiley, \$27.95) could help. Even if you're not a brainy type, *NetWarriors Online* can get you to incredible online sites.

The unpretentious tone and layout of this book make it useful to programming novices. It discusses stuff accessible through online services, the Internet and other channels.

### Info for New Magic Players

New *Magic* players are often confused by the complexity of the game and the culture. Online newbies should check out the rec.games.deck-master FAQ ([http://www.itis.com:80/other-games/deck\\_faq.html](http://www.itis.com:80/other-games/deck_faq.html)) to get their bearings.

### InQuest Brags

In our not-so-humble opinion, the *InQuest* forum on America Online is the best place to talk about gaming. We've got message boards for discussion on every freakin' game under the sun. We've even got a regular chat hour every Thursday at 6 p.m. EDT in the Special Events Chat Room. For Wizard World and *InQuest* Online, use keyword: *InQuest*.

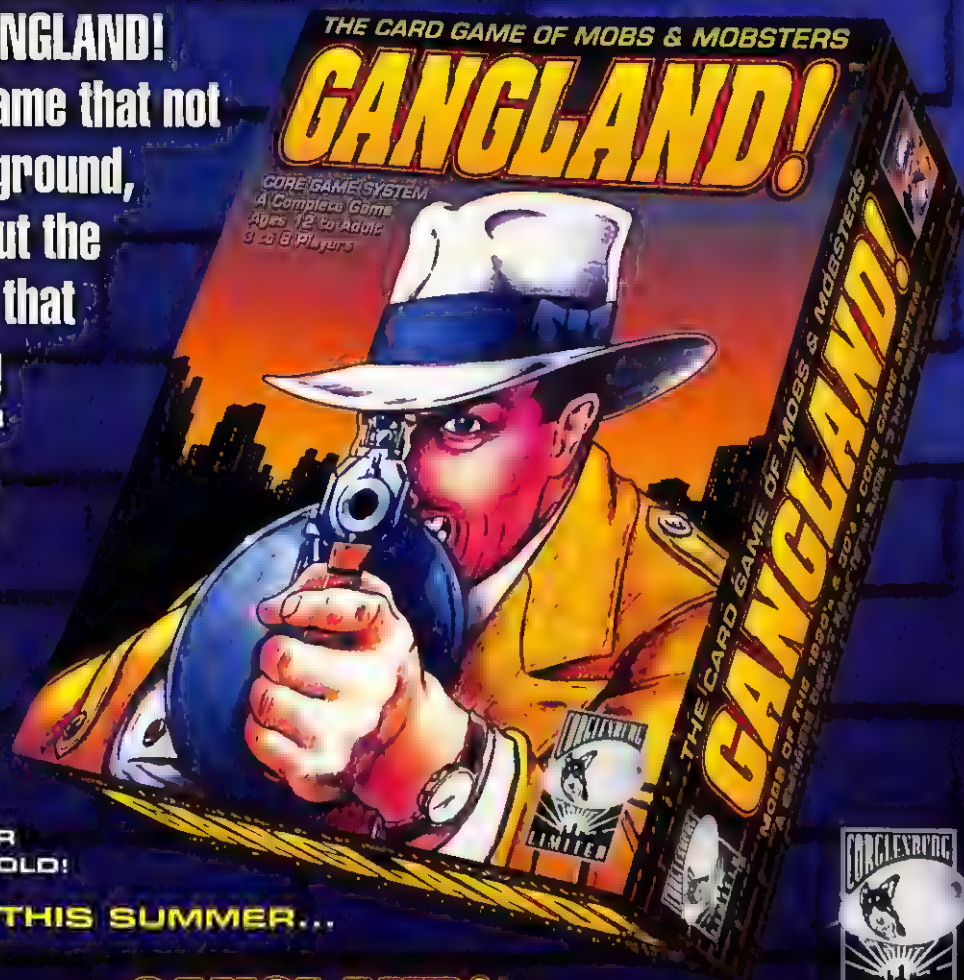
Ahem. And *InQuest*'s staff could beat OGF's in *Magic* any day o' the week. ■ Buddy Scalera (WizardTGTC@aol.com)



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but does so without the  
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# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES

By Matt Forbeck



TM & © Wizards of the Coast & White Wolf

**NAME:** *Ancient Hearts*  
**PUBLISHER:** Wizards of the Coast  
**SET SIZE:** Over 150 cards  
**RELEASE:** June 1996  
**PACKAGING:** 12-card booster packs  
**SUGGESTED RETAIL:** \$2.25 per booster pack

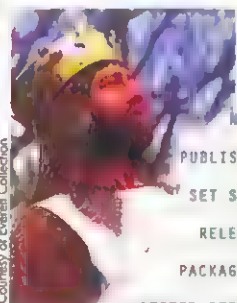
**Here's the Deal:** The second expansion set for *Vampire: The Eternal Struggle* (the CCG formerly known as *Jyhad*), *Ancient Hearts* ushers two vampire clans into the V-TES mix: the Assamites and the Followers of Set. Followers of the *Vampire: The Masquerade* role-playing game might already be familiar with these clans, which you can now use in this card game inspired by that popular RPG. *Ancient Hearts* also introduces some new mechanics to liven the game up even more.



TM & © TSR Inc.

**NAME:** *Draconomicon*  
**PUBLISHER:** TSR  
**SET SIZE:** 100 cards plus 25 chase cards  
**RELEASE:** June 1996  
**PACKAGING:** 12-card booster packs  
**SUGGESTED RETAIL:** \$2.50 per booster pack

**Here's the Deal:** This 10th expansion set for *Spellfire* concentrates, not surprisingly, on the coolest critters of all: the dragons. Up until now, *Spellfire* dragons have been something to beat on, but this set puts them back at the top of the game. It features new spells, realms, artifacts and magical items, all for use with the great big flying lizards. Cooler yet, each card has all-new, never-before-seen artwork!



Courtesy of Everett Collection

**NAME:** *Monty Python and the Holy Grail*  
**PUBLISHER:** Kenzer & Co  
**SET SIZE:** Around 250 cards  
**RELEASE:** June 1996  
**PACKAGING:** 60-card starter decks; 15-card booster packs  
**SUGGESTED RETAIL:** \$10.95 per starter deck;  
 \$3.45 per booster pack

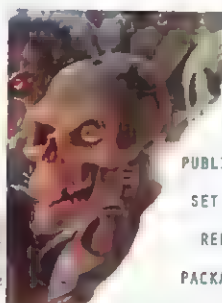
**Here's the Deal:** Hey, it's Monty Python. You're either going to love it or you won't! The object of the game is to have fun. Secondly, you can win by being the first player to locate the Holy Grail. The cards feature stills from the classic movie of the same name. Some cards require you to do things like sing songs from the film to activate them, so fans of the comedy troupe will have a definite advantage. (For more information, see "300-Card Monty" on page 50.)



TM & © TSR Inc.

**NAME:** *Spellfire Fourth Edition*  
**PUBLISHER:** TSR  
**SET SIZE:** 500 cards  
**RELEASE:** June 1996  
**PACKAGING:** 55-card starter decks; 12-card booster packs  
**SUGGESTED RETAIL:** \$9.95 per starter deck;  
 \$2.50 per booster pack

**Here's the Deal:** This whopping release includes not only cards from the original set but also those from many out-of-print sets like *Artifacts* and *Forgotten Realms*. Oh, and there're new cards too, all of which feature brand new artwork. The rules have been updated, and now each deck can only have one copy of each card. When you pick up a starter deck, you also get a free booster pack of the latest expansion set, *Draconomicon*.



TM & © TSR Inc.

**NAME:** *Unleash*  
**PUBLISHER:** TSR  
**SET SIZE:** 20 dice  
**RELEASE:** June 1996  
**PACKAGING:** 8-dice kicker packs  
**SUGGESTED RETAIL:** \$6.95 per kicker pack

**Here's the Deal:** This latest *Dragon Dice* set introduces the creatures from the other side of the black veil of death: the undead! The dice are colored black and green, so get ready for some neat magical spell use. Each set comes complete with four common, two uncommon, one rare and one monster die as well as new rules for the new dice. One of the monsters is actually an ultrarare that's going to be ultrahard to find.



TM & © Lucasfilm Ltd.

**NAME:** *A New Hope*  
**PUBLISHER:** Decipher  
**SET SIZE:** 162 cards  
**RELEASE:** July 1996  
**PACKAGING:** 15-card booster packs  
**SUGGESTED RETAIL:** \$3 per booster pack

**Here's the Deal:** The first expansion to the *Star Wars* collectible card game takes its subtitle from the first "Star Wars" film. Accordingly, it focuses on material from that film. Chewbacca and R2-D2 both premiere in this set, as does the mother of all cards: the Death Star, capable, like its movie counterpart, of destroying planets! There are also cards that allow the Light side to destroy the Death Star. Each display box features a rules sheet that explains how to use the new cards.



# CARD GAMING HITS WARP FACTOR 10



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# STAR TREK

THE CARD GAME

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# Pro Tour

## The skinny on the Magic Pro Tour's southern California showdown

by Beth Moursund



**L**ong Beach, California. May '96. The Queen Mary: an anchored luxury liner converted to a unique hotel, surrounded by beaches, shops and a 260-foot-high bungee jump. Inside: tourists, dressed-to-the-gills Senior Prom boys and girls...and several hundred *Magic* players. Welcome to Pro Tour II.

Wizards of the Coast certainly went all out for this one. Banners featuring the Pro Tour logo, mana symbols and expansion symbols festooned the ramps leading into the ship and all three floors of the huge exhibit hall. Once inside, we could have challenged a WotC gunslinger to an ante game, learned to play *Netrunner*, visited the Dominia Diner for lunch, traded cards with a *Legends* designer, viewed original card art, purchased WotC products—including *Magic* in six languages—or played in any number of open tournaments (including a Japanese Sealed Deck tournament and the first-ever *Alliances* preview tournament).

Instead, we wandered down to the bottom floor to watch the core of the event: 177 top *Magic* players from around the world competing for a total of \$100,000 in cash.

But wait, what's this we see on the tables? An Ironclaw Orc? Pearled Unicorn?? Cyclopean Mummy??? No serious player would put these in a tournament deck. What've these guys been smokin'?

Welcome to the world of booster drafts. This format, like sealed decks, tests a player's ability to make the most of a very limited set of cards. The draft begins with eight players seated around a table. As a judge calls out instructions and keeps

track of time, each player opens a booster pack, selects one card and then passes the pack to his neighbor. When the first eight packs are empty, the process repeats for two more rounds of packs, switching directions each time. (For the Pro Tour, they used two rounds of Fourth Edition packs and one round of *Homelands*; all the boosters were pre-opened and stamped in special patterns to prevent card substitution.)

Players had to make their decisions quickly: a minute and a half for the first card from each pack, decreasing to a few seconds as the packs shrank to the last "What garbage am I stuck with?" card. After drafting, the players were escorted to a deck-building area, given 20 of each basic land and had half an hour to construct 40-card-minimum decks from their gleanings.

Friday's Swiss-pairings tournament eliminated nearly two thirds of the players, leaving the top 64 to continue on to the second day. Saturday followed the same format. The top 64 (now assured of at least \$400 apiece) re-drafted for another day of Swiss pairings. Every game—indeed, nearly every card!—was critical, as only the top eight would continue to the playoffs.

Sunday morning, the top eight players drafted one last time for the single-elimination, best-of-five playoffs (see sidebars). No spectators were allowed in their playing area, but a huge closed-circuit TV screen in the exhibit hall showed the key matches, with running commentary and play analysis by Mark Rosewater (of WotC R&D) and Mark Justice (1995 U.S. National Champion).

Finally, it came down to two: Thomas Guevin, the favorite, a 22-year-old software engineer from New Hampshire, vs. underdog Shawn "Hammer" Regnier, a 27-year-



**Shawn "Hammer" Regnier**  
**Winner** (\$17,000)  
Blue(12)/White(7)/Black(4)  
18 spells, 7 creatures (2 walls)

**Strategy:** Take control of the game. Prevent opponent's creatures from dealing damage by using Flood and multiple Gaseous Forms. Chew on them with a Giant Oyster. Win by running opponent out of cards or by a creature attack after opponent runs out of blockers. Control *Magic* or Animate Dead opponent's best creature. Four assorted counters for stopping enemy spells.

**Thomas Guevin**  
**Runner-Up** (\$10,000)  
Red(12)/White(6)/Blue(4)  
5 spells, 19 creatures (no walls)

**Strategy:** Get a creature advantage, then Armageddon. The other key cards were Immolations, Lightning Bolt and An-Zerrin Ruins, all for taking out opponent's creatures. His creatures also included three pokers: two Prodigal Sorcerers and an Anaba Shaman. The gem of the deck: a Shivan Dragon.

**Darwin Kastle**  
**Semifinalist** (\$5,900)  
Red(9)/Black(10)  
6 spells, 16 creatures (no walls)

**Strategy:** Medium-sized and large creatures to win the ground war. Two X spells (Fireball and Drain Life), either of which can win the game with enough mana in play. Flight was a major weakness, since his only flier was a Sengir Bat, but he had a Grapeshot Catapult and was prepared to use the X spells to take out fliers if necessary.

**Mark Venhaus**  
**Semifinalist** (\$5,900)  
Green(17)/Red(8)  
8 spells, 18 creatures (1 wall)

**Strategy:** Swarm opponent with small creatures before he can get out anything big. If that doesn't work, win the air war with a Regenerating Cockatrice or a Firebreathing Willow Fairie. Giant Growth, Lightning Bolt and Retribution helped remove opponent's creatures.



old former wrestler turned game-and-comic store owner. Guevin was #7 the first day and #1 the second day, and swept his first two playoff opponents 3-0 in fast games, while Hammer had just squeaked by both days at #61 and #7.

In the Juniors tournament (18 and under), 102 Juniors drafted and played in a separate tournament for \$30,000 in scholarships. Max Szlagor defeated runner-up Paul McCabe for the Juniors championship.

Back on the Seniors side, Guevin had won the first duel, and many spectators thought that he'd repeat his sweep. But Hammer took the second duel by Power Sinking Guevin's Shivan, then Animating it.

As the third duel went on (and on...and on...), Guevin became a bit flustered, making several mistakes. This duel lasted nearly two hours, ending when Guevin's library ran out.

Still, Guevin would not go down and came back to win the fourth, tying it all up at two games apiece.

So it came down to one final game to decide it all. At the fifth hour, the crowd

erupted with cheers and applause as Hammer ended the last duel with the same Shivan Sink/Animate play he used in the second game, winning the championship.

"You had to make choices early on in the draft, what routes you wanted to go," the champion Shawn "Hammer" Regnier had said after building his deck before the start of the first matches in the finals. "There were definitely some other paths I could have gone down. I had a Lightning Bolt in my early pack. Everybody says, 'Give me direct damage'—this was the first direct damage I'd seen all weekend. But I chose to go with a slow, controlling game. That's more my style.

"I'm not playing the typical 'smash deck' that a lot of people play in sealed deck. A lot of people grab the fast creatures. They grab the Ironclaw Orcs, they grab the Ogres, they grab the Brothers of Fire because it's creature control. There's a lot of mean cards that went by [in the draft] that I could have grabbed, but I'd rather control the game, get it past 20 turns and make it mine."



Here's Shawn "Hammer" Regnier's blue/white/black control deck that won him a whopping \$17,000.

#### CREATURES

- 1 Dark Maze
- 1 Giant Oyster
- 1 Giant Tortoise
- 1 Grapeshot Catapult
- 1 Samite Healer
- 1 Wall of Bone
- 1 Yotian Soldier

#### SPELLS

- 2 Alabaster Potions
- 1 Animate Dead
- 1 Blue Elemental Blast
- 1 Counterspell
- 1 Circle of Protection: Black
- 1 Circle of Protection: Green
- 1 Control Magic
- 1 Disenchant
- 1 Feast of the Unicorn
- 1 Flood
- 4 Gaseous Forms
- 1 Power Sink
- 1 Spell Blast
- 1 Swords to Plowshares

#### LAND

- 9 Islands
- 5 Plains
- 4 Swamps



Shawn "Hammer" Regnier, winner of the Magic Pro Tour II, contemplates his next move.

#### Scott Johns

##### Quarterfinalist (\$3,500)

Red(9)/Green(10)/Black(2)  
8 spells, 15 creatures plus a Mishra's Factory (no walls)

**Strategy:** Mind Twist opponent, then win with medium to large creatures. No fliers (except a Leaping Lizard), but two Sandstorms for flier control.

#### Preston Poulter

##### Quarterfinalist (\$3,500)

Black(12)/Blue(7)/Red(2)  
7 spells, 15 creatures (1 wall)

**Strategy:** A mixed bag of creatures including two pokers (Anaba Shaman and Prodigal Sorcerer), four small fliers and two pumpables (Frozen Shade and Carrion Ants). Four creature-control spells: Immolation, two Weaknesses and Torture.

#### Vaughn Sandler

##### Quarterfinalist (\$3,500)

Black(14)/Blue(9)  
16 spells, 11 creatures (3 walls)

**Strategy:** Unblockable creatures—two fliers, one swampwalker, Tawnos's Wand, Jump, Flight and Fear—backed up by a Howl from Beyond, three Dark Rituals and Energy Tap. Walls and Uncle Istvan to hold off opponent's forces. Other star cards: Pestilence and Drain Life.

#### Jeffrey Wood

##### Quarterfinalist (\$3,500)

Green(19)/Black(6)  
12 spells, 14 creatures (no walls)

**Strategy:** A very balanced deck, with half the creatures costing one or two mana, the other half medium to large, topped by a Black Carriage and Craw Wurm. Regeneration, Carapace, Giant Growth and two Fogs to help win the creature war. Stream of Life, Living Artifact and Simulacrum to save his own life. Plus, Sylvan Library.



# Assault and Battery

By Beth Moursund and Max Suver

This deck, played by Max Suver, tied for third place in the Juniors division of the first *Magic Pro Tour* tournament. The tournament used standard Type II deck construction rules with one extra twist: each deck had to include at least five cards apiece from *Fallen Empires*, *Chronicles*, *Ice Age* and *Homelands*.

Your goal when playing this deck is simple: destroy anything your opponent puts into play, nibble away with two points of damage here and there when the opportunity strikes, and finish him off with a sneak attack from Eron the Relentless or a massive Stormbind blitz.

One of the main concepts behind this deck is that it doesn't need very many ways to damage its opponent, because the ones it has are hard to stop (Eron the Relentless, Blinking Spirit, Mishra's Factories and Stormbind).

Wait a sec—what about all those red, direct-damage spells? Don't they count? Well, yes, the Lightning Bolts, Incinerates and Fireballs can be used to damage your opponent, but don't think of them that way. These spells are primarily for creature control. With 10 direct-damage spells and four Swords to Plowshares, you should be able to destroy just about anything your opponent can field in the way of creatures. But don't waste the direct damage on shooting your opponent unless you can finish him off. (Of course, if he's playing a creatureless deck, blast him with everything you've got!)

You may be wondering how useful Stormbind can be with only five green mana sources in the deck. Relax. Since one of them is a basic Forest, all you need is one use of

Land Tax and you're set. Use the Stormbind the same way as the Lightning Bolts and Incinerates. Once it's in play, every card in your hand is almost a mini-Bolt.

Attack with the Mishra's Factories as soon as you've gotten rid of any initial wave of creatures your opponent may have had. Some decks use Factories mainly as colorless mana sources, and only turn them into creatures when they really need a blocker or when an opponent's tapped out. This deck isn't so cautious with them. With close to half the deck being lands (and with three Land Taxes, you've got a good chance of getting one near the beginning of the game), you shouldn't have too many mana problems.

Blinking Spirits are loads of fun, and nearly impossible to get rid of if your opponent isn't playing blue. Cast a Blinky as soon as you've got enough mana. Use it for a blocker if you have to (like when you're waiting to pull a Swords to Plowshares to get rid of your opponent's Repentant Blacksmith). Once you've gotten rid of your opponent's creatures, keep hitting him with Blinky for two points a shot.

Be careful of your timing with Eron the Relentless. If you can catch your opponent with his pants down—that is, tapped out and with no creatures to block—Eron does more damage than a Fireball for the same cost. If you can keep him alive long enough to attack more than once, even better, but don't count on it; he's a magnet for every creature-killing spell in your opponent's deck. But if your opponent isn't considerate enough to tap out for you, try testing the waters by activating a Mishra's Factory; this should hopefully draw out your opponent's Lightning Bolts. If



## Relentless Raiders

### Creatures

#### RED

3 Erons the Relentless

#### WHITE

3 Blinking Spirits

### Spells

2 Stormbinds

#### RED

2 Fireballs

4 Incinerates

4 Jokulhaupses

4 Lightning Bolts

#### WHITE

1 Balance

2 Disenchants

3 Land Taxes

4 Swords to Plowshares

### Artifacts

1 Feldon's Cane

1 Zuran Orb

### Lands

2 Brushlands

4 Dwarven Ruins

1 Forest

2 Karplusan Forests

4 Mishra's Factories

6 Mountains

7 Plains

1 Ruins of Trokair

### Sideboard

3 Circles of Protection: Red

3 Circles of Protection: Black

2 Disenchants

3 Divine Offerings

2 Pyroblasts

2 Serrated Arrows





If it moves, catch it.

the Assembly Worker doesn't get Bolted, it may be safe to play Eron.

Jokulhaups is your "reset button." Cast it when things start to tilt in favor of your opponent, when he overextends himself in any way or when he puts out annoying artifacts like Disrupting Scepters or Jayemdae Tomes. Try to keep some land in your hand (Land Tax works wonders for this) so you can quickly get started again after Jokulhaups.

Jokulhaups also forms a "god combo" with two other cards in this deck: Land Tax and Stormbind. Get those two enchantments in play and then cast Jokulhaups. By the time he gets enough land back out to become dangerous, you'll have filled your hand with land and be flinging them at him (or any weenie creatures he puts out) with Stormbind.

Balance is another "reset button," and combines well with Stormbind since you can respond to your own Balance by throwing as many cards as you have mana for. Then, of course, there's the Zuran Orb combo: sacrifice all your lands to the Orb after casting Balance, and really ruin your opponent's day. (If playing against a blue deck, don't make the mistake of sacrificing the land first—wait until it's too late for your opponent to counter the Balance!) Also, when you've got the Orb out, remember to sacrifice any land that's about to be destroyed by anything else.

The Dwarven Ruins and Ruins of Trokair are in here mostly to fill the five-card *Fallen Empires* requirement, but they turn out to work well for some combos. Jokulhaups takes six mana to cast; if you're just using normal lands, you may have a tough time getting enough mana to cast it before your opponent does some serious mauling. A sacrifice-land or two makes a big difference here. Also, if you get into one of those Land Tax standoffs where neither player wants to put out another land because it will let the other player tax, you can sacrifice a Ruins to break the tie.

Sideboard strategies: pull in the Disenchants if your opponent is using any artifacts or enchantments at all. Against artifact-heavy decks, bring in Divine Offering as well. Pyroblast is for blue decks, of course, and Serrated Arrows are for weenie decks. If your opponent uses Circle of Protection: Red, take Eron the Relentless out; the chance of him getting to deal any damage becomes low enough that it's not worth the space.

Since both Beth Moursund and Max Suver neglected to put in a writer's bio, we could be real cruel and tell you about the time Beth had that little "accident" with nacho cheese, a VCR, and a squirrel, or the time we caught Max playing with Barbie dolls. But we won't.

## THE NON-KILLER DECK

# Zero Intolerance

The point here isn't to win.

With every card in this deck having a zero casting cost, you can't expect too much from it. And, by golly, you won't be disappointed.

As pathetic as it may sound, the goal of this deck is just to see how long you can keep your head above water. Your creatures are sacrificial blockers and everything else falls into the category of delaying the inevitable: your death. All pumped to play? Here are some quick gaming tips:

**Delir's Cone:** Super-duper useless! "Sacrifice to gain in life the damage your unblocked creature does to opponent." Yeah, that works pretty good with a Kobold. (Yeah, yeah, I know, you can use Mishra's Factory, but it ruins the joke. Leave me alone.)

**Creatures:** Try and save the Ornithopters to block flyers. Don't be afraid to sacrifice a Kobold by stopping a weenie, but try and keep the Mishra's alive. As sad as it sounds, they're your big guns.

**Mana Crypt:** Don't put this into play! You don't need the mana it generates and it may end up stinging you for three points a turn.

**Tormod's Crypt:** Maybe, just maybe, you can win by staying alive until your opponent runs out of cards. Keep toasting his graveyard to prevent him from using Feldon's Cone.

**Zuran Orb:** Don't put this out till you've got plenty of land. It's one of the few artifacts that your opponent will care enough about to blow up.

**Glacial Chasm:** Later in the game, these become your last-ditch effort to drag things out. Hell, if you've got a couple in your hand, don't pay any upkeep, ditch it, then drop another one.

**Moxes & Lotus:** Hey, relax. If you don't like these artifacts, use some Amulets or something.

**Safe Havens:** Block without all your creatures, that's the idea. Safe Haven. (Remember what I said about delaying the inevitable.)

Pot McCollum  
A Total Zero

## Benchwarmers

### Creatures

4 Crookshank Kobolds  
4 Kobolds of Kher Keep  
4 Crimson Kobolds  
4 Ornithopters

1 Mox Jet

1 Mox Sapphire  
1 Mox Emerald  
1 Mox Pearl  
1 Delir's Cone  
4 Dark Spheres  
1 Urza's Bauble

### Artifacts

1 Mana Crypt  
1 Jeweled Amulet  
1 Black Lotus  
1 Mox Ruby

2 Tormod's Crypts  
4 Fountains of Youth  
1 Zuran Orb

### Land

4 Mishra's Factories  
4 Strip Mines  
1 Maze of Ith  
4 Ice Floes  
4 Deserts  
4 Oases  
4 Safe Havens  
4 Glacial Chasms







# Stumpers

By Beth Moursund

## Frequently asked questions on *Magic: The Gathering*

### Stumper of the Month

**Q:** My Seasinger takes control of my opponent's Force of Nature during his turn. Can I untap my Seasinger during my untap phase, then tap it again to take the Force of Nature during my draw phase and keep repeating this process and never have to pay the Force's upkeep ever?! Can I also attack?!

—Robert Acevedo, Wilmington, CA

**A:** Yes and no. You can avoid paying upkeep that way, but you won't be able to attack, since you're giving the Force a fresh case of summoning sickness every turn. Still, an 8/8 blocker is nothing to sneeze at!

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

**Q:** I have an Ali from Cairo out and I'm at one life. My opponent Lava Bursts me, which cannot be prevented or redirected. Do I die?

—Brian Travis, Manchester, CT

**A:** Read that Lava Burst again. It can't be prevented or redirected if aimed at a *creature*. If it's aimed at a player, you can prevent or redirect it all you want, so Ali prevents it. (Your opponent should have aimed the Lava Burst at Ali!)



**Q:** If I cast a Living Lands and then on Armageddon, do all my forests live through it?

—Josh Ballard, Concordia, KS

**A:** No. They're still lands.

**Q:** I have a White Knight out and I cast Deathlace on my opponent's Maze of Ith. Can the maze be used to untap the White Knight?

—Michael Jahn, Hamilton, Ontario

**A:** No. It's black, so it can't target a creature with protection from black.

**Q:** I have no Forests. If Wild Growth is put on my land and the opponent has forestwalk, can he be blocked?

—Duane Hutchins, Moscow, PA

**A:** You said it yourself—you have no forests. Forestwalk only works if you have a Forest.

**Q:** With Goblin Warrens, can the goblins sacrificed be token goblins?

—Steven Burke, Watertown, NY

**A:** Yep. If you have enough mana, you can turn two goblins into a whole horde.

**Q:** If I have two Lords of the Pit out and no other creatures, what do I do during my upkeep?

—Sieu Ha, Bethlehem, PA

**A:** Cry? No, seriously, you sacrifice one Pitlord to the other. On your next upkeep, if you still have no other creatures, you cry.

**Q:** If Zelyon Sword was on a creature killed in combat, would it go to the graveyard too?

—Jeremy Mayo, Gleason, TN

**A:** Nope. Zelyon Sword is an artifact, not an enchantment, so it's never "on" a creature. Some artifacts, like Flying Carpet, have a special clause saying they're destroyed if the creature they're helping

gets destroyed. But since Zelyon Sword doesn't say that, it's safe.

**Q:** If I cast Stasis, Kismet and Psychic Venom on my opponent's land, does Psychic Venom do two damage to my opponent?

—Adi Yuwana, Jakarta, Indonesia

**A:** Psychic Venom does damage each time the land it's on changes from an untapped to a tapped state. If the land just sits there tapped and never gets untapped, the Venom can't do any damage.

**Q:** I have a Blight on a land. I use a Twiddle to tap the land that Blight enchants so it will be destroyed. But my opponent uses a Juniper Order Druid to untap that land. Will it still be destroyed at the end of the turn?

—Wes Dulaney, Bristol, VA

**A:** Yes. Blight says "If target land becomes tapped," not "If target land is still tapped at the end of the turn."

**Q:** May I use Jinx with Glacial Chasm so all damage to me is reduced to zero and I don't have to pay the upkeep?

—D'haese Tlo, Belgium

**A:** If you cast Jinx on your Glacial Chasm during your upkeep, you won't have to pay its upkeep, and the upkeep will start back at two life again on your next turn. But until the end of the Jinx turn, you don't have a Glacial Chasm anymore, so you take damage as normal.



**Q:** My opponent has a Justice that has been Sleight of Minded to white. If I attack with my Serra Angel and the Serra Angel deals damage, what happens if I decide to Eye for an Eye the Justice?

—Dome Vongvises, Pikeville, KY

**A:** You and your opponent each take four more points of damage.

**Q:** If you put first strike on a Venomed creature, does it deal its damage first and destroy the other creature, staying alive itself?

—Aaron Pasisz, Niagara Falls, NY

**A:** The first-striking creature deals its damage first. If this is enough to kill the other creature, you're fine. If it's not, then the other creature deals its damage. The Venom effect doesn't happen until the very end of combat—the first strike makes no difference for that.





Even the mighty Shivan Dragon can be annihilated by Venom.

**Q:** My opponent attacks with two Shivan Dragons. I block one with my Llanowar Elves and the other with my Land Leeches, which are enchanted with Venom. If I use General Jarkeld to switch my blockers, do both Shivans die at the end of combat?

—David Ahem, Westerly, RI

**A:** Yes, they do. But we're still wondering how those Elves and Leeches managed to block the flying Dragons...

**Q:** What would happen if you Boomeranged a Saproling token? Would it go into your hand or would it go to the graveyard?

—Daniele Nanni, Elmhurst, NY

**A:** It goes into your hand for one brief moment. Then, as soon as it gets there, it vanishes, because the rules say any token that leaves play is removed from the game entirely.

**Q:** I'm controlling five of my opponent's lands with my Orcish Squatters. The next turn I cast another Orcish Squatters. The next my opponent casts Fireball on my first Orcish Squatters. Do I need to return the land?

—Donny Low, Selangor, Malaysia

**A:** Yes. Each Squatters keeps track of which land it stole. If that particular Squatters leaves play, you give back all of its land.

**Q:** Can Rashka the Slayer block a card like Elven Riders?

—Alexander Lubinski, Rocklin, CA

**A:** Elven Riders can't be blocked by any creatures except walls and flying creatures. Rashka the Slayer isn't a wall and isn't a flying creature, even though it has the special ability of blocking flyers. No.

**Q:** If I play Underworld Dreams on my opponent and then use my Vexing Archanix, does my opponent take damage even if she guesses right?

—Tom Carey, Omaha, NE

**A:** No. Underworld Dreams only does damage when a player "draws" a card, and it's very literal. Quite a few spells and effects put cards into a player's hand without using the word "draw"; Vexing Archanix is one of them.

**Q:** Say you have a Feldon's Cane (out of *Chronicles*) in play. My friend says that if you Disenchant it right after tapping it you would still shuffle, but you wouldn't have to remove the cane from the game. Is this true?

—Alex Gilmore, Cabool, MO

**A:** That used to work, but the Wizards issued errata for the Cane at the beginning of February. Now it says to sacrifice the Cane but remove it from the game instead of putting it into the graveyard. So it can't be recycled by anything short of a Ring of Ma'ruf.

**Q:** My opponent attacks with his Force of Nature. I block with my Blinking Spirit, then bring it back to my hand. How much damage do I take? I say none, my brother says six and my friend says eight.

—Charles Starling, Castlegar, British Columbia

**A:** And the winner is... your friend! If there's nothing there to soak up any of the trample damage, all of it spills over to the defending player. If the Force of Nature didn't have trample, then you'd be right.

**Q:** If I cast Mana Short during my opponent's upkeep, can they tap land to pay the upkeep costs their cards require as a response? Mana Short says "empties target player's mana pool," so it seems that this would negate their response and their upkeeps would go unpaid, right?

—Todd Hammerstrom, Midwest City, OK

**A:** Wrong. Mana Short follows the same rules as any other instant. Your opponent can use all the fast effects he wants to as a response, then everything resolves in last-to-first order. At the very end, when the Mana Short resolves, it eats any mana that's still left in his pool.

**Q:** My good "friend" Jim Channel/Fireballs me for roughly 19, and I Fork the Fireball right back at him. This is enough to kill us both, so do I win because my Fork is an interrupt?

—Russell Eggenberger, Plainfield, IL

**A:** No such luck. You don't check to see if someone is at zero or fewer life until the end of a phase or the beginning or end of an attack. If you're both at zero or fewer at that time, the game is a draw.

**Q:** If I Channel all my life for a Braingeyser to my opponent and my opponent doesn't have enough cards, do I win automatically or is it a draw because I have no life?

—D. Boswell, Santa Clarita, CA

**A:** You win. When someone tries to draw a card from an empty library, the game ends. You never get to the end of the phase, so you never check your life total.



Seraph can take control of a Veteran Bodyguard without even touching him.

**Q:** Would a Seraph take control of a Veteran Bodyguard if your opponent didn't block it and allowed the bodyguard to be killed by the damage?

—Travis Akins, Durango, CO

**A:** Yes. The Veteran Bodyguard redirects all damage to you from unblocked creatures onto itself. Redirection doesn't change the source of the damage, so the unblocked Seraph damaged the Bodyguard.

STUMPERS % InQuest  
151 Walk Ave. Congers NY 10970  
include your full non-mailing address  
and phone number

## SPOTLIGHT:



## Stumpers

**Q:** Do I need a Death Star system card to play the Death Star sites?

**A:** No. You never need the space system card in order to play a site and vice versa. Some systems, such as Alderaan, have no planet sites.

**Q:** Isn't Electrobinoculars a game breaker? If you pay one to look at your top card and put it back anywhere, even to the top of your Force pile, can't you keep doing that until you have the card you want on top?

**A:** Actually, it's a misprint. Instead of deploying for two, using one to peek, it should say "Use 1 Force to deploy on any warrior. At any time, you may peek at the top card of your Reserve Deck by using 2 Force..."

**Q:** Do you have to Force drain if you can? Do you have to activate all the Force you can? Do you have to fire all weapons during battle? Can you move a guard once he's in place?

**A:** You needn't always drain; if you do, a deck with a lot of Counter/Surprise Attacks will bite you back. If you activate all the Force you can, you might not have any cards to draw for destiny. If you fire all weapons, you might soon be out of Force. And guards never move.

**Q:** What's the difference between "Add 1 battle destiny" and "Add 1 to battle destiny"?

**A:** "Add 1 destiny" means you get to draw one extra destiny card during battle, even if you normally can't draw any. For example, playing "The Force is Strong in This One" on Luke gives him an extra destiny draw besides the one he naturally gets. "Add 1 to destiny" means if you draw a two, it's now a three. If you draw a four, it's now a five.

**Q:** How do I get my pilots to their ships?

**A:** Several ways. You can play the ship and directly deploy the pilot onto the ship. Or you can deploy the pilot to a planet and have him wait for a ship. You can shuttle planetside pilots up to any ship for one Force if the ship has "ship-docking" ability. If not, you need to play a ship with docking, dock this second ship with the first ship, shuttle the pilot to the second ship and then move him onto the first ship. That's because fighters aren't designed to take new people aboard in the middle of space.

Thanks to Myles S. Hildebrand and Decipher's Jason Winter. For additional answers to your *Star Wars* questions, send your comments via e-mail to [JediMaster@decipher.com](mailto:JediMaster@decipher.com) or via standard mail to Decipher, *Star Wars* Questions, P.O. Box 56, Norfolk, VA 23501.



# UP YOUR SLEEVE

Surprise strategies for unappreciated Magic cards

## Zur's Weirding

By David Joyce

**Z**ur's Weirding is a card less valued than many of the rares in *Ice Age*, and the reason is simple: it looks like a card that hurts *you* as much as it does your opponent. It's a subtle card, yet powerful. When you play it, both players lay their hands face up on the table, and when it's time to draw, any opponent may pay two life to force the person drawing to discard the card. It works both ways, so your opponent'll be able to prevent you from drawing cards too.

So why bother?

The answer is simple: it's the ultimate "lock" card. You get a "lock" when your opponent can do nothing to win. Zur's Weirding lets you get that lock with several different types of decks.

A discard/Rack deck is probably the ideal deck to slip some Weirdings into. Get your opponent to below three cards with at least one Rack on him and then play the Weirding. He can't get any more cards into his hand if you don't want him to. He's dead. *Finito*. No chance. Most players, once they realize this, will go ahead and concede, unless they're unbelievably stubborn.

This approach works similarly with landkill and critterless decks. How many of you playing landkill decks would love to keep your opponent

from drawing and using land? Well, get your opponent low on land, slap down the Weirding and watch him squirm as he takes damage from your Vise. The advantage of preventing him from drawing land outweighs the minor loss of a card to his hand in that sort of deck.

What about insuring that there are fewer creatures for you to kill? Play the Weirding any time and then, suddenly, you have the

unparalleled luxury of being able to choose when your opponent gets a creature into his hand. It's ideal in creatureless decks. Wait till you get that Wrath of God and then go ahead and let him have one or two creatures. You'll get a lot more entertainment that way.

There are some cards that make the Weirding even more powerful. Any of the life-giving cards'll give you more points to spend on blocking cards, so those can be handy. Ivory Tower, Healing Salve, Stream of Life, Alabaster Potion, Drain Life and Fountain of Youth are all great for guaranteeing that you can afford to bump his cards, though I'd recommend the Fountains over the spells, since they're permanents, and thus, re-usable.

Truth to tell, with enough life-giving cards, you can afford to put the Weirding into almost any type of deck. A weenie deck can benefit from the fact that your opponent can't get out any bullies large enough to snack on your pets. Cook a burn deck by denying him Fireballs. Keep a Goblin deck from ever getting those Kings and Grenades out. The uses are endless, as long as you have the life to support it. And when you figure the amount of damage you can avoid, it's almost always worth it. Pay two life to prevent your opponent from being able to throw a five-point Fireball your way? Sure it's worth it!

Want to pull a vicious trick? Combine this card with Necropotence, which means you don't use a normal draw phase (and thus, he can't strip you of any cards). Necropotence actually stops you from having a draw phase, and it states that the cards are placed into your hand just before your discard phase. Thus, you never draw and your opponent can't force you to discard! Elkin Bottle works similarly.

Another nasty trick is to use Boomerang or Time Elemental to bounce the Weirding back to your hand before your turn—you get around the effect, but your opponent doesn't when you replay it at the end of your turn. Rather like with Stasis, this play can frequently cause frothing at the mouth in unsuspecting enemies.

So you see, once you understand what's really going on with the card, there are very few decks that you can't manage to fit Zur's Weirding into. After all, who wouldn't want to lock in the win early?



■ Hey, not only can you see up this guy's robe, but Zur's Weirding can give you the lock!

David Joyce prefers his locks on a garlic bagel with cream cheese and a touch of onion.



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# A League of Their Own

## Top 10 most powerful **Alliances** cards for *Magic: The Gathering* by Jeff Hanes, Pat McCallum and Michael Searle

**The best expansion set...ever? That's what some players argue. What all players do agree on is that *Alliances* has some of the most powerful cards ever produced for *Magic: The Gathering*. From the monstrous creatures with lightning-fast casting costs to the crushing spells with NO casting cost, *InQuest* played them all and separated the men from the boys to present the 10 most powerful *Alliances* cards.**

### Balduvian Horde

Well, every expansion has at least one card that has people saying, "What the heck were they thinking?" Judging from the Balduvian Horde, Wizards of the Coast wasn't thinking about much. At four mana for a 5/5 creature, who cares if you have to discard a card when you cast it? The Horde might be the biggest playable creature to come out since *Arabian Nights*. With a Tinder Wall, you can get it out on the second turn, it doesn't do a point of damage to you every turn and it doesn't cost seventy bucks. As good as a Juzam? Try "better."



### Lim-Dûl's Vault

Yikes! And you thought Demonic Tutor was useful. With Lim-Dûl's Vault, you can find just about any card in your library for only a few life. But wait, there's more! Why just settle for one good card on the top of your library when you can have as many as five? Let's face it, most of the time you play Demonic Tutor, you don't REALLY need that card right away. Lim-Dûl's Vault lets you get a bunch of useful cards at the top of your library, and it's an Instant! If we have to explain why this card rocks, go back to explaining why this card rocks, go back to explaining your all-Homarid deck.



### Force of Will

The guy across the table says, "Okay, I won the coin toss so I go first. I play a Lotus, a Mox Emerald, a Mox Ruby and a Land, and I tap it all to play a Shivan." Has this ever happened to you? If so, then your first inclination was probably to beat the guy senseless and rip up his cards. Using your better judgment, you kept quiet and prayed for a Swords to Plowshares so you could give him five life. Now, with Force of Will, the solution is much simpler. Just counter the damn thing! And if you're tapped out? No prob! Just chuck a Dandan to let you counter any spell for free!





## Helm of Obedience

A lot of people play creatureless decks in tournaments...a lot of people are gonna have to come up with a new deck. Wizards of the Coast has been trying to discourage creatureless decks with cards like Autumn Willow, and now Helm of Obedience puts the nail in the coffin. "Not playing with any creature? Okay, I'll millstone you for eight...every turn!" And if your opponent is playing with creatures? "Hey, is that a Polar Kraken in your deck? Put that puppy into play on *my* side!" Who knows...people may start playing with Demonic Hordes in an all-blue deck just so your opponent gets control of it.



## Diminishing Returns

Noticing a theme yet? We've already got a Juzam and a Tutor, so why not throw in a Timetwister? Diminishing Returns is the mass-card-drawing tool everyone's been waiting for, and it's every bit as good as its out-of-print cousin. Sure it costs one more mana, and you have to chuck 10 cards from the game, but that doesn't change what the card does. Only have one card in your hand? Grab seven new ones. Yup, that sucks.



## Yavimaya Ants

What do you get when you cross a Ball Lightning with a Hungry Mist? A misty ball of hungry lightning? Not quite. The combination looks more like the butt-kicking Yavimaya Ants. With all of green's fast mana, the Ants are just as easy to play as a Ball Lightning, do almost as much damage AND they stick around for a while. Even if you can only pay the cumulative upkeep once, 10 damage in two turns ain't too shabby.



## Ritual of the Machine

What's up with taking control of your opponent's creatures without having to worry about getting thwarted by a Disenchant? There's Helm of Obedience, False Demise and, of course, Ritual of the Machine. "Ooh...that's a lovely looking Serra Angel you've got there! Think I'll put my Thrull through this little machine here..." It's like a Terror, only better. Hey, this card's almost as cool as Changeling! ("Magic: The Creations," *InQuest* #7.) Ya think those guys over at Wizards of the Coast are reading *InQuest*?



## Lake of the Dead

How would you like it if each of your swamps could produce five mana? Don't think they'd ever make a card like that? Guess again. Lake of the Dead takes a couple of turns to get into play, but once it's there, all your mana troubles will be history. Third turn Sengir Vampire without a Dark Ritual? No problem. Ihsan's Shade? No problem. Lord of the Pit? Cosmic Horror?? Baron Sengir??! We're talking serious mana production here. Now you can get all the stupidest, most expensive creatures out with no trouble.



## Elvish Spirit Guide

Wow! A 2/2 creature for three mana! This thing rocks!!! Oh, wait a sec...while that may be ALL the Gray Ogre has going for it, the Elvish Spirit Guide has this one other nifty ability that's worth mentioning. Want to get a big creature out early in the game? Use the Spirit for an explosive start. Need some green mana in a pinch when you're tapped out? Once again, Elvish Spirit Guide to the rescue. Just got Power Sunk for one? Cast the Spirit Guide and beat the crap out of him.





## Honorable Mention

### Scars of the Veteran

Biggest problem with Reverse Damage? You have to save three mana to use it and it can't even protect your creatures. Not only can you cast Scars of the Veteran with zero mana and protect your creatures from an untimely Fireball, you can also make them HUGE in the process. You Fireball my Serra for four? I make it a 4/8! With its ability to protect up to seven points of damage for almost no cost, Scars of the Veteran is a must for any white deck.



### Stromgald Spy

Speaking of cool, the Stromgald Spy may not be the most powerful card in *Alliances*, but his ability is just too funky to not mention. Sure, you could take the easy route and use a Glasses of Urza and look at your opponent's hand, but it's so much cooler to send the spy in for a little bit of espionage. Now all we need is a white Summon Spy card so we can get the Spy vs. Spy deck going...



## Worst Card

### Mishra's Groundbreaker

Let's get this straight...with Mishra's Groundbreaker you get to pay four mana and use up a card to make one of your lands Lightning Bolt bait. This is a good thing? Wouldn't you rather draw a Bog Wraith or a Phantom Monster? Heck, we'd even settle for a Hill Giant or, gasp, Mercenaries. Oh yeah, we suppose you could use it to kill your opponent's lands, but, um, wouldn't it just be easier to use a Stone Rain or something? If you didn't have to sacrifice the Groundbreaker to use its special ability it MIGHT be a decent card...



## Ranking the Colors

### 1. Red

Big creatures, mass destruction, cards that do damage for zero mana...red's just about got it all in this expansion. Red still can't deal with enchantments, but MAN can it handle artifacts and lands. Forget Goblins, Kobolds and Dwarves...the apes are the big boys in red now. The best thing about the red cards in *Alliances* is that there are very few that are outright worthless. In fact, there are quite a few cards that will make an impact on the tournament scene.

### 2. Blue

Between Diminishing Returns, Library of Lat-Nam and Force of Will, blue has the most powerful cards of the five colors (though fewer of them). Complemented by a nice mix of countering ability, library manipulation and creature control, blue's got a nice set of cards. *Alliances* didn't really do anything to make all-blue decks viable, but it certainly made blue a color to be reckoned with.

### 3. Green

Once again, green gained a bunch of really

good creatures. Deadly Insect and Elvish Ranger may not be very exciting, but they pack a lot of punch. And although Kaysa's a legend, green finally got a card to give all of its creatures a boost. However, green got shafted on just about everything else. Tornado is practically unusable, and the various new enchantments just aren't exciting enough to put green any higher than third on the list.

### 4. Black

Black's got some really funky new abilities with cards like Ritual of the Machine and Stromgald Spy. Lim-Dûl's High Guard is another useful weenie (2/1 first strike for three mana) and Dystopia is a horrifically powerful hoser—a must for the sideboard of any straight black deck. Still, overall, *Alliances* just doesn't add that much to this color. There are a few really good cards, but there are just too many that aren't terribly exciting.

### 5. White

White's got a lot of interesting cards, but nothing that'll really turn any heads. Scars

of the Veteran is funky because of its zero-cost, but every color's got that. As always, white's got some interesting, over-priced creatures, but nothing that's going to shake up the play environment. Of course, white players shouldn't complain. With white dominating the tournament scene, it's about time Wizards of the Coast held back a little.

### The Other Stuff:

The artifact mix in *Alliances* is pretty good. There are some worthwhile artifact creatures, and a lot of twisted new abilities that can be added to any deck. For the most part, the gold cards are usable, with none costing more than four mana to cast, and no more than one of each color mana. As for lands, each color got a specific land. Some are great, some are okay, but none of them suck. It's always nice to see new lands, so no complaints here.

InQuest editors Jeff Hannes, Pat McCallum & Michael Searle patiently await the tournament-winning Mishra's Groundbreaker deck!



# RAGE

# LEGACY OF THE TRIBES



The might of the Silver Fangs. / The moths of the Shadow Lords.  
The rites the Black Spiral Dancers. / The mysteries of the Garou.

## THE LEGACY OF THE TRIBES.

Feel the **RAGE**



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# CONTEST OF

# CHAMPIONS

LET'S GET  
READY TO  
RRRUMBLE!!



**Fantasy heroes, villains, gods and monsters square off in the First Annual InQuest Invitational Tournament.**

**By Rick Swan**

Forget your World Series, your Super Bowl, your frog baseball tournament. You want action? Well, pal, here's as much as you can handle. We've rounded up the greatest fantasy figures of literature and legend, paired 'em off and turned 'em loose in a little something we like to call the First Annual *InQuest* Invitational Tournament. The result? Just some of the nastiest no-holds-barred brawls this side of Bill Clinton vs. Bob Dole.

As full-service fight promoters, we've included the pertinent physical statistics along with round-by-round breakdowns of the actual battles. And of course we'll tell you who won and how they pulled it off.

We didn't specify the lengths of the rounds, but you can assume they range from a few seconds to, in the case of Sauron and Cthulhu, a few weeks (some guys take forever to throw a punch). The heights and weights, however, are guaranteed accurate; we checked 'em ourselves with a tape measure and a bathroom scale.

There's the bell. Let's go ringside!

## Godzilla

Height: 40 stories

Weight: One gazillion lbs.

Reach: 20 stories

Hygiene Tip: Always clean the pedestrians out of your toenails

VS.

## The Kraken

Height: Undetermined

(wouldn't stop wiggling)

Weight: Ditto

Reach: Double Ditto

Hygiene Tip: Runny nose? Use a hankie, not your tentacle

Here we have two spawn of the sea who've overdosed on ugly pills. When he's not sparing with Mothra and King Kong, fitness-conscious Godzilla likes to use Tokyo for a trampoline. The Kraken, divine instrument of

vengeance, enjoys capsizing ships and scarfing down sailors. Today, they're meeting off the coast of Norway, giving the Kraken a home court advantage. But I wouldn't worry too much about old tall, green and repulsive.

**Round One:** Bellowing and snorting, Godzilla splashes toward the awaiting Kraken.

**Round Two:** The Kraken hurls itself forward, encircling Godzilla in its tentacles.

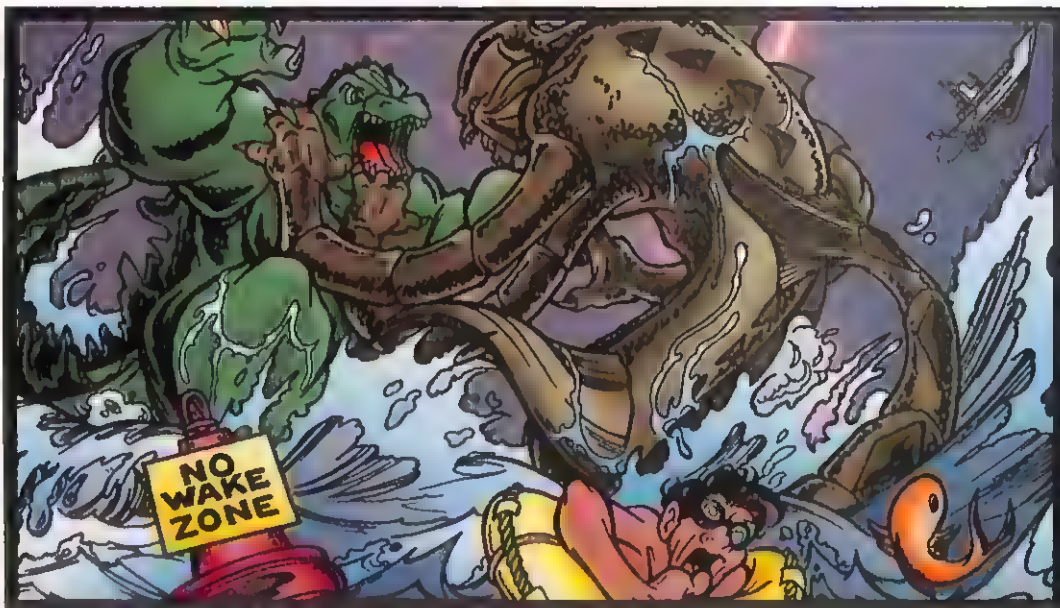
**Rounds Three-Nine:** A couple of rounds of thrashing and snapping give way to a few rounds of pounding and writhing.

**Rounds 10-12:** The Kraken generates a whirlpool that sucks Godzilla under. Godzilla is dazed. The Kraken opens its jaws and hauls Godzilla toward its gaping beak.

**Round 13:** Godzilla blasts a cone of radioactive breath right between the Kraken's eyes. The Kraken makes a funny gurgling sound.

**Round 14:** Godzilla admires the sunset through the hole in the Kraken's head, then paddles away.

**Winner:** Godzilla



Becky Illustration © Brent Douglas Allen



## Cthulhu

Height: Ate the tape measure

Weight: Ate the scale

Reach: Ate the second tape measure

Turn-Ons: Bubble baths, back rubs, a smoldering pile of burning cultists

vs.

## Sauron

Height: 5'11"

Weight: 180 lbs.

Reach: 37"

Turn-Ons: Walks on the beach, soft jazz, a head on a stick

"A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet..." Nope, that's not an *InQuest* editor after an office party. That's Cthulhu, the cosmic abomination described by fright maestro H.P. Lovecraft. Facing off against the Unspeakable One is Sauron, Tolkien's prince of darkness, lord of all things dank and stinky. Cthulhu longs to polish off the human race. Sauron, would-be conqueror of Middle-earth, longs to wipe the smirks off

the faces of those snotty little hobbits. First, though, they've gotta deal with each other.

**Round One:** Cthulhu challenges Sauron to a sack race. (Just kidding.)

**Round One:** Devious creep that he is, Sauron decides to let his minions do his fighting for him. He rallies a horde of followers—corrupt warriors, dark spellcasters, cutthroat assassins—and sends them after Cthulhu.

**Round Two:** Cthulhu eats them.

**Round Three:** Undeterred, Sauron sum-

mons Balrog, the Demon of Might, along with a pack of dragon-like fell creatures.

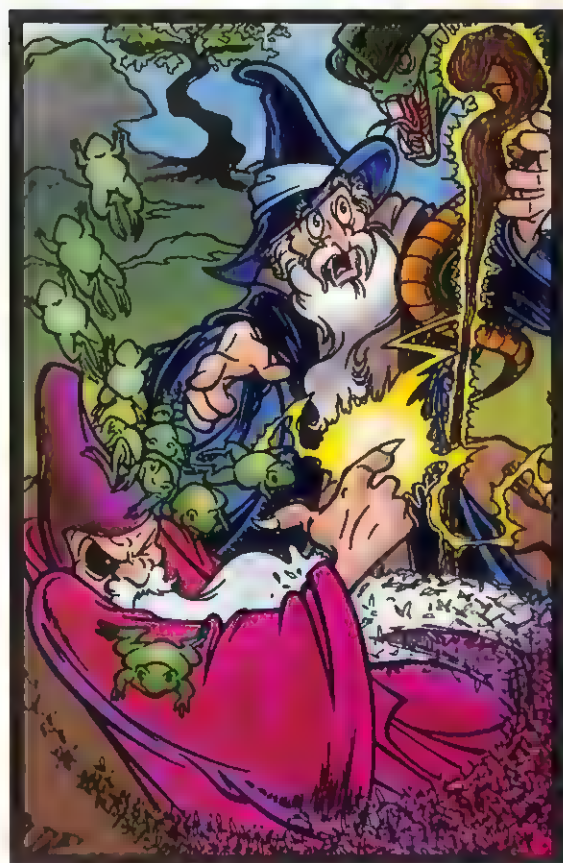
**Round Four:** Cthulhu eats them.

**Round Five:** Frustrated but determined, Sauron rounds up an army of orcs, led by his trusted lieutenants, the murderous Nazgûl.

**Round Six:** Cthulhu eats them.

**Round Seven:** Sauron stands alone. Cthulhu opens a few of his mouths. Sauron turns yellow and slithers away. Cthulhu has a sandwich.

**Winner:** Cthulhu



## Merlin

Height: 5'9"

Weight: 155 lbs.

Reach: 34"

Job Title: Quintessential Good Guy Magician

vs.

## Gandalf the Grey

Height: 5'10"

Weight: 165 lbs.

Reach: 35"

Job Title: Quintessential Good Guy Magician

In this clash of the geezers, will experience and virtue triumph over virtue and experience? Or will it be the other way around? Merlin, the all-knowing archmage of Camelot, has been a mentor to sorcerers and an adviser to kings. But Gandalf ain't exactly a slouch. As chronicled in J.R.R. Tolkien's "Lord of the Rings," the mighty Gandalf has defended Middle-earth from the forces of evil for untold eons. This should be good.

**Round One:** Merlin suggests they call off their duel. "I have seen the future, and it is I who will win, so what's the point?" Gandalf declines the offer. "Send me through the veil of death," he warns, "and I will return, stronger than before." Then he pelts Merlin with a hail of frogs just for being a wise guy.

**Round Two:** Merlin turns Gandalf's staff into a snake. Gandalf turns Merlin's beard into a wasp nest, complete with wasps.

**Rounds Three-Eight:** The battle escalates into a flurry of thunderbolts, wind storms and energy blasts. Neither mage seems much affected.

**Round Nine:** Merlin conjures a gaping crevasse that swallows Gandalf, then closes. Flush with victory, Merlin teleports back to Camelot.

**Much Later:** Merlin is snoozing in his quarters when a daisy-fresh Gandalf materializes at the foot of his bed. "Told ya!" says Gandalf, then incinerates Merlin with a fireball.

**Winner:** Gandalf the Grey



## Elric

Height: 5'10"  
Weight: 160 lbs.  
Reach: 32"

Pet Peeve: Girls who like him just for his sword

vs.

## King Arthur

Height: 6'1"  
Weight: 185 lbs.  
Reach: 33"

Pet Peeve: Lancelot's bad breath

Elric, the tormented hero of the Michael Moorcock novels, is in a bad mood. Of course, you'd be cranky too if you had accidentally killed your girlfriend and been forced to destroy your hometown. Arthur, on the other hand, feels great. And why shouldn't he? He's got the Round Table and all those cool knights. He's got Guinevere, the Cindy Crawford of Camelot. He easily out-muscles Elric, who needs special potions to pump himself up. In fact, he's pretty much got Elric beat all the way around except, perhaps, in the sword department. Sure, Excalibur is one heck of a

pig-sticker. But Elric's Stormbringer literally sucks—souls, that is.

**Round One:** Elric sees Arthur rubbing a smudge from his helm. Convinced that Arthur has just given him the finger, Elric unsheathes Stormbringer.

**Round Two:** Arthur stands his ground, Excalibur held high. Elric charges.

**Rounds Three–Nine:** A whirlwind of clanking, lunging and jabbing ensues, with neither man managing a scratch. That's especially good news for Arthur, who no longer has the enchanted scabbard that protects him from harm; Morgan le Fay heaved it into a lake. (Whatta crum!)

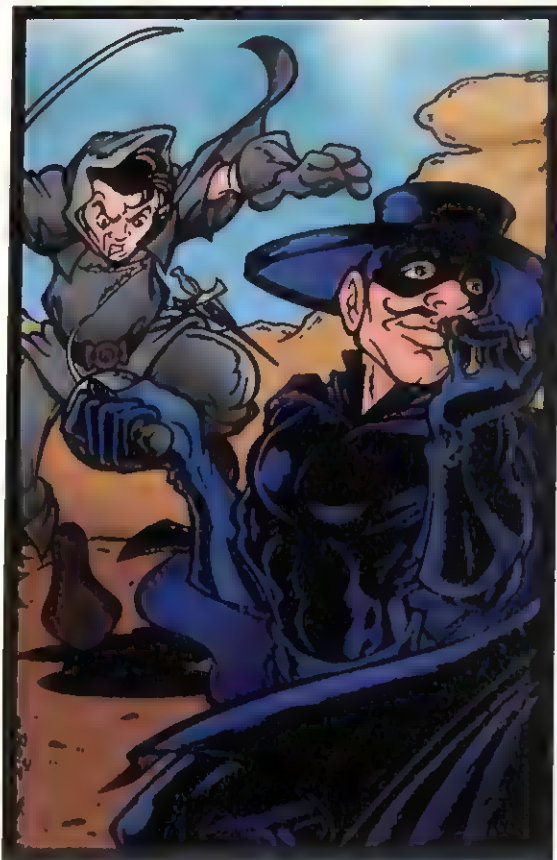
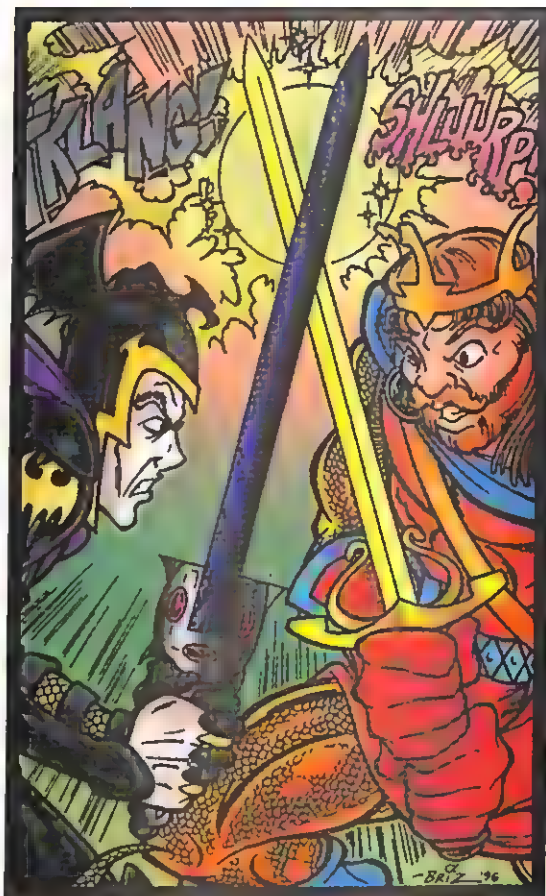
**Round 10:** Stormbringer emits a soft, black glow. Wonders Arthur, *What did Merlin say about that sword?*

**Round 11:** Arthur nicks Elric's elbow. Stormbringer moans. *Think, Artie!*

**Round 12:** Arthur hacks off Elric's earlobe. Stormbringer trembles and howls. *Oh yeah! The damn thing's alive!*

**Round 13:** Elric scores, a slice to the cheek. Stormbringer commences to suck. Arthur kisses his soul goodbye.

**Winner:** Elric



## Gray Mouser

Height: 5'1"  
Weight: 135 lbs.  
Reach: 24"

Most Embarrassing Moment: Tried to pick his own pocket

vs.

## Zorro

Height 6'  
Weight: 180 lbs.  
Reach: 36"

Most Embarrassing Moment: Put his mask on backwards, walked off a cliff

In this corner, the rogue: Zorro, the masked vigilante. And in this corner, the runt: Gray Mouser, master thief and trickster supreme. The suave and sophisticated Zorro (played by Douglas Fairbanks in the movies and Guy Williams on TV) is accompanied by his loyal companion, the deaf mute Bernardo. The conniving Mouser (star of Fritz Leiber's "Lankhmar" stories) also has a loyal companion, Fafhrd, who today, unfortunately, is attending a Viking convention.

**Round One:** Zorro instructs

Bernardo to watch his horse, Tornado, and stay out of the way. The Mouser checks his belt; his dagger, Cat's Claw, is safe and sound.

**Round Two:** Zorro spends a round making fun of the Mouser's name. The Mouser spends a round deciding which one of Zorro's organs he'll skewer first.

**Round Three:** "Draw your weapon!" shouts Zorro. The Mouser brandishes his sword, Scalpel. Zorro smoothes his mustache.

**Rounds Four–Nine:** Thrust, parry, thrust, parry, smooth mustache, parry, thrust.

**Round 10:** Zorro lunges, attempting to carve his trademark Z in the Mouser's tunic. Mouser backs off at the last moment. Zorro only manages a 7.

**Round 11:** Rattled by his incomplete trademark, Zorro hesitates. The Mouser whips out Cat's Claw and heaves it at Zorro, zapping him a new belly button.

**Round 12:** Bernardo rushes to comfort the fallen Zorro, who gasps, "How come you never learned to do that?" The Mouser swipes Zorro's billfold and Tornado's feed bag, then slips away.

**Winner:** Gray Mouser



## Odin

Height: 6'9"

Weight: 295 lbs.

Reach: 40"

Favorite Practical Joke: Giving wedgies to Thor

vs.

## Zeus

Height: 6'10"

Weight: 315 lbs.

Reach: 42"

Favorite Practical Joke: Scaring tourists with rubber dragons

This is gonna be close. They're both gods, virtually omnipotent and all but invulnerable. Olympian heavyweight Zeus favors thunderstorms, eagles and beautiful women. Asgardian bigwig Odin prefers blood-drenched battlefields, ravens and Sleipnir, his eight-legged horse. Odin wields Gungnir, a magical spear. Zeus is prone to—oh, who are we kidding? They're practically the same guy.

**Rounds One–718:** After agreeing to

use Earth as a battleground, they warm up with a few plagues, floods and earthquakes. Neither Odin nor Zeus suffers any damage, but the human race is wiped out.

**Rounds 719–12,043:** The fight rages on inconclusively. Earth can't handle the stress and falls to pieces.

**Rounds 12,044–850,214:** The battle shifts to the heavens. Planets explode,

stars are extinguished, civilizations collapse. Zeus and Odin remain pretty much unscathed.

**Round 850,215:** Getting nowhere, they agree to settle their differences with a coin flip. Zeus calls heads; he's the victor. Too bad there's nothing left to win.

**Winner:** Zeus



## Conan

Height: 6'4"

Weight: 235 lbs.

Reach: 37"

Age of Loincloth: 11 years

vs.

## Tarzan

Height: 6'2"

Weight: 210 lbs.

Reach: 35"

Age of Loincloth: 13 years

It's the Battle of the Beefcake as the lord of the jungle takes on the barbarian butt-kicker. They're two of a kind, uncivilized skul-crushers who share a penchant for savagery, an instinct for viciousness and an aversion to haircuts. Tarzan, the star of umpteen Edgar Rice Burroughs novels and a slew of lousy movies, is more agile and arguably more cunning. Conan, invented by Texan-born tale-spinner Robert E. Howard, has the edge in brute strength. Conan also carries a sword, which today he's

gonna have to leave at home; otherwise he'd turn Tarzan into Purina Chimp Chow. To make it fair, we'll give 'em both knives.

**Round One:** Tarzan crouches, moves around Conan in a slow circle. Conan, eyes ablaze, allows his warrior's rage to churn and rise.

**Round Two–Six:** With a snarl, Tarzan leaps at Conan. They crash to the ground, a tangle of flailing arms and flapping loincloths.

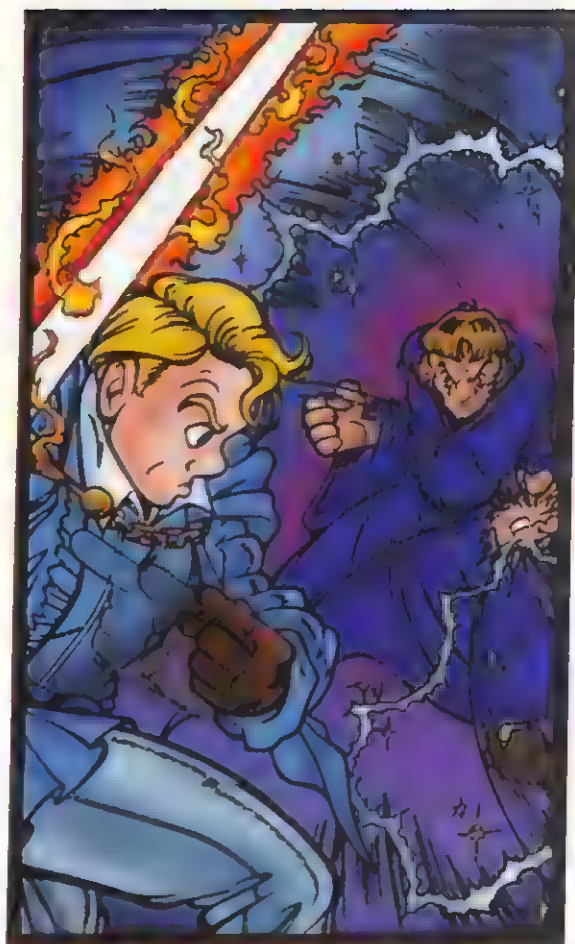
**Round Seven:** "By Crom!" shouts Conan. Tarzan looks around for Crom, doesn't see him, resumes the battle.

**Round Eight:** Tarzan reverts to his animalistic self and sinks his teeth into Conan's neck. Big mistake, monkey boy!

**Round Nine:** Conan goes ballistic. Consumed with barbarian bloodlust, he filets Tarzan like a flounder. Memo to Tarzan: Never tick off a Cimmerian.

**Winner:** Conan





## Thomas Covenant

Height: 5'11"

Weight: 190 lbs.

Reach: 34"

Adversary with the Goofiest Name  
(Creature Division): **Drool Rockworm**

vs.

## Rand al'Thor

Height: 6'

Weight: 185 lbs.

Reach: 36"

Adversary with the Goofiest Name  
(Insect Division): **Biteme**

Thomas Covenant, the tortured hero of Stephen R. Donaldson's epic novels, is the defender of the Land and nemesis of the wretched Lord Foul. Rand, warrior supreme and sheep-herder extraordinaire, comes to us courtesy of Robert Jordan's "Wheel of Time" series. In addition to their literary pedigrees, these fellows have a lot in common. They're both lover boys; Rand's head over heels for the dishy Elayne, Tom's got it bad for his beloved Joan. They're both handy with a sword. And when it comes to magic—well, let's put it this way: On a good day, either one of 'em could

make Merlin pull the sheets over his head and whine for his mommy.

**Round One:** "I have endured starvation, beatings and leprosy," Thomas proclaims.

"I wield the power of the One Source!" answers Rand.

"I have risked death in the Spoiled Plains, in Hotash Slay, in Kurash Qwellinir!"

"And I wield the power of the One Source!"

"I command the almighty magic of the White Gold!"

"Uh, did I mention that I wield the power of the One Source?"

**Rounds Two–Seven:** Rand fires up his Blade of Light. Tom infuses himself with the magic of the White Gold. They assault each other with bolts of green lightning and sheets of shimmering flame.

**Round Eight:** Though he's bruised, scorched and mangled, Tom keeps on coming. Rand gets nervous. *Doesn't this schmuck know when to quit?*

**Round Nine:** No, he doesn't. After all, what's a few whacks from a Light Blade to a guy who's had leprosy? Tom perseveres. Rand withdraws to lick his wounds and fight another day.

**Winner:** Thomas Covenant

## Garet Jax

Height: 5'10"

Weight: 170 lbs.

Reach: 33"

Number of Scars: 312

vs.

## Benedict

Height: 6'4"

Weight: 175 lbs

Reach: 37"

Number of Scars: 91 (but his are bigger)

Bring out the Band-Aids! Two of fantasy's premier fighters are about to feed each other a bag of knuckle sandwiches. Garet Jax, whose exploits are detailed in Terry Brooks' *Wishsong of Shanara*, is sort of a medieval ninja. Flint-eyed and cat-quick, he's as adept with his hands as he is with a blade. Tall, thin Benedict, from Roger Zelazny's "Amber" books, may look a bit scrawny next to Jax, but don't be fooled: He's a

master tactician and weapons virtuoso. He can use anything—and I mean *anything*—to send his enemies to the cemetery.

**Round One:** Jax suggests hand-to-hand combat—no weapons. "Fine with me," snickers Benedict, who sets aside his lance. Jax lays down his walnut staff, his sword and his knife.

**Rounds Two–Eight:** And they're off. A left to the jaw. A right to the kidney. A knee to the groin. Who's winning? Who knows?

**Round Nine–19:** They continue to beat the crap out of each other. This could go on all day.

**Round 20:** Late for an appointment, Benedict decides to end it. He whips off his boot, clobbers Jax over the head, then stuffs the boot down Jax's throat.

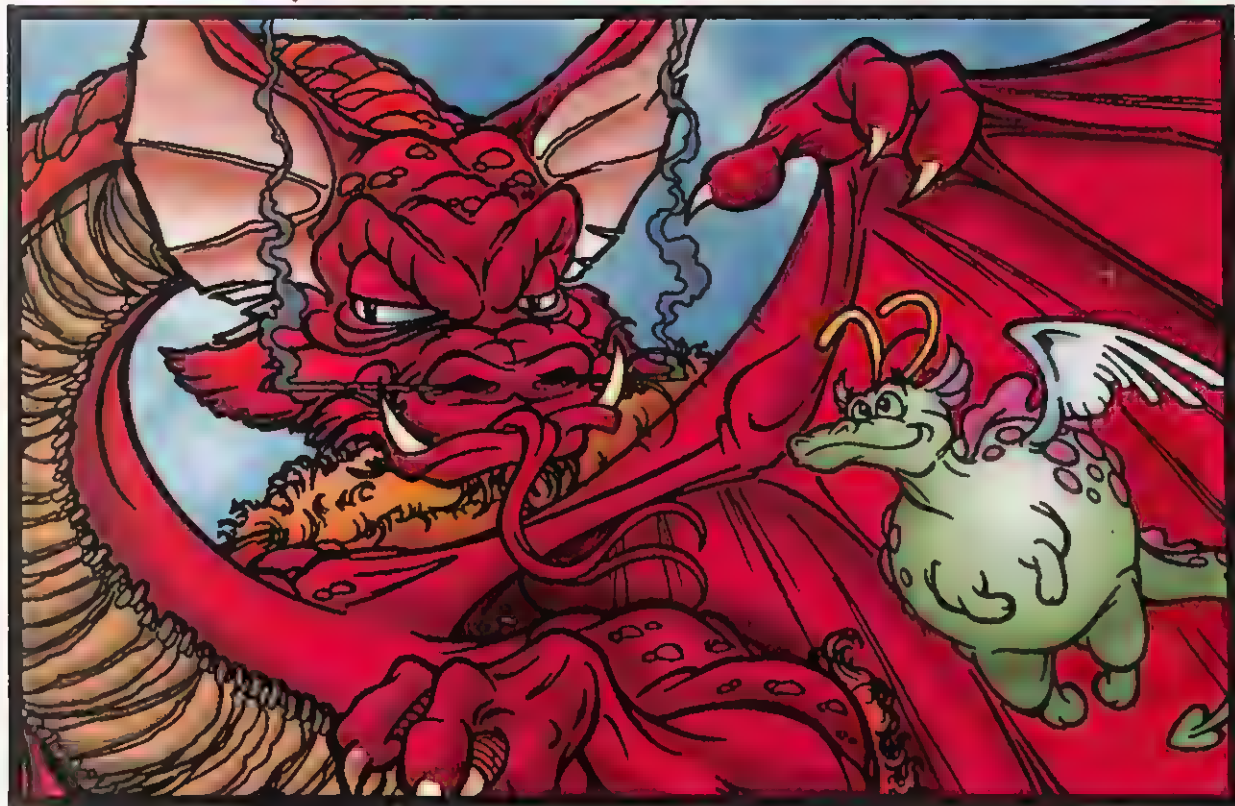
**Round 21:** Jax collapses, choking, cursing himself for his ineptitude. But really, he never had a chance. How do you stop somebody who can kill you with a shoe?

**Winner:** Benedict





And finally...



### Smaug

Height: Er... You measure him  
Weight: Umpteen tons  
Reach: Long enough  
Likes: Nags of gold, barbecued hobbits

vs.

### Puff the Magic Dragon

Height: Knee-high to a grasshopper (a really big grasshopper)  
Weight: Pleasingly plump  
Reach: For the sky  
Likes: Living by the sea, frolicking

At first, this might seem like a classic mismatch. Puff, the bright-eyed rascal immortalized in the excruciating—I mean, excellent—folk song, epitomizes benevolence and friendship. Tolkien's Smaug, the granddaddy of nasty red dragons, symbolizes avarice and doom. True, Smaug is bigger and stronger, and he has that flame breath going for him. But Puff has something better: the power of love. For inside Puff resides the potentiality of all humanity—nay, the entire universe—and with it the idea of utmost goodness, the durability of moral law and the triumph of hope over despair.

**Round One:** Smaug toasts Puff like a marshmallow.

**Winner:** Smaug. Okay, so it is a classic mismatch.

And so it ends, at least for now. We've got plenty of other bouts on tap: Samson vs. Hercules, the Loch Ness Monster vs. Bigfoot (see "Famous Hoaxes" on page 66 for a preview), William Tell vs. Robin Hood, Rin Tin Tin vs. Lassie. But they'll have to wait until we hose down the arena—Cthulhu left a stain.



Rick Swan, who also happens to be the last name of this magazine, is sweeping it away as quickly as you can.



# CONTEST



presents:

## <sup>the</sup> "Play It Like the Pros"

### C o n t e s t

In the wake of the first *Magic: The Gathering* professional tournament comes the coolest *Magic* product since the *Craw Giant: The Pro Tour Collector Set—Inaugural Edition*.™

This limited-edition (only 20,000 made, kids!), slipcased set features the top eight decks from the inaugural *Magic* pro tournament. Each deck features the signature of its champion, and each card features the Pro Tour card back design (Not legal for tournament play. Whaddya think we are? Crazy?). With this set, you and seven of your buddies can recreate a top-flight *Magic* tournament any day of the week. That is, if you're worthy of a set like this.





## Huh? What's That Mean?

Think you're good enough to hang with the best in the biz and win these decks? Then you've gotta prove it! Show us your knowledge by telling us what your favorite killer two-card *Magic* combo is. The best combos can win these...

## ...Professional Prizes

**GRAND PRIZE (1):** One reader whose card combo is deemed the best will receive a *Magic Pro Tour Collector Set—Inaugural Edition*. That's all eight decks, ready to roll! And just 'cause we're such nice guys, we'll spice up your current deck with a booster box of *Alliances*™ packs, *Magic's* newest expansion.

**Second Prize (10):** Ten readers whose combos are still lethal, but not the tops, will each receive 10 *Alliances* booster packs. Still not too shabby for writing down two card names.

This month's contest is sponsored by **Wizards of the Coast®**, the pros in the know.



### Professional Legal Maneuvers

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast and their immediate families or pro bono lawyers. Print your name, date of birth, address, city, state, zip, telephone number with area code and two-card *Magic* combo on the official entry form or a 3x5-inch index card. Enter as many times as you like. Mail each entry separately to: Play It Like the Pros Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproduction of completed forms are accepted, but you can photocopy the entry form before filling it all. If you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of winners and are not transferable. Offer void where prohibited, regulated or restricted by law in that winners are not inconsistent with the purposes and rules herein. Sometimes I live in the country, sometimes I live in town. Sometimes I have a great notion to jump in the river and drown. All entries must be received at contest headquarters by July 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on a random drawing of properly completed entries by Wizard Press. Prizes will take place on August 15, 1996.

For a list of winners, visit us at [www.wizards.com](http://www.wizards.com) or call 1-800-828-3529. © 1996 Wizard Press. P.O. Box 118, Congers, NY 10920-0118.

Fill this sucker out, put it in an envelope and send it to:

## Play It Like the Pros Contest

c/o Wizard Press, P.O. Box 118, Congers, NY  
10920-0118. Deadline is July 31, 1996.

Deadline is **July 31, 1996**  
**PLAY IT LIKE THE PROS**

Name: \_\_\_\_\_

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ZIP: \_\_\_\_\_

Phone ( ) \_\_\_\_\_

Best Killer Two-card Combo



## [on deck]

Reviewing  
the latest  
releases in  
collectible  
card games

## Netrunner



the box

NETRUNNER



**Publisher:** Wizards of the Coast in collaboration with R. Talsorian Games

**Genre:** Cyberpunk

**Set Size:** 374 cards

**Release:** April 1996

**Packaging:** Starter sets containing one 60-card Corporate deck and one 60-card Runner deck; booster packs of 15 cards

**Suggested Retail:** \$17.95 per starter set; \$2.95 per booster deck

The most precious commodity in the world is something that cannot be registered in any bank account. It is bought and sold daily, but truly owned by none who possess it. It's information, and the battle to control it is the core of Wizards of the Coast's latest masterpiece, *Netrunner*. *Netrunner*'s world is derived from *Cyberpunk 2020*, R. Talsorian Games' vision of a dark future when the capabilities of technology have been bent to ends that are both astonishing and terrible. The Corporations plot in their skyscrapers, working to achieve their Agendas—some beneficial, some malign, but always profitable. Opposing them are the Netrunners, datathieves out to stop the Corporate plots or just sell them to the highest bidder.

These two rivals meet in The Net, the global computer network where the lines between digital dream and reality are blurred. In *Netrunner*, each player assumes the role of one side.

*Netrunner* is played using modular turns. Instead of having a draw phase, an attack phase and so on, each side is permitted a certain number of actions in its turn. An action can consist of drawing a card, drawing a "bit"—a token representing money, power and influence—from the "bit bucket," placing a card into play or any of a dozen other things. These actions can be duplicated or ignored as you choose; you design your own turn. The *Netrunner* starts with four actions per turn. The Corporation gets a mandatory card draw and three actions. Extra actions can be obtained through cards in play.

As the Corporation, your game revolves around the establishment and protection of data forts, where all plans and assets are kept. Three of these are permanent Central Data Forts: Research & Development (your deck), Headquarters (your hand) and the Archives (your discard pile).

The other data forts are subsidiaries. Think of them as World Wide Web pages on speed. In subsidiary data forts, you'll find either an agenda or a node. Agendas are the real prizes; they are the secret plans, the corporate takeovers, the private wars and the boardroom dealings that are the life and death of any company. Nodes represent the other projects the company is involved in, things like advertising, recruitment and development. Nodes are not as important as agendas for victory, but they're easier to use and can provide lots of assets for the Corporation.

The Corporation can spend an action and a bit to advance an agenda or node, bringing it closer to fruition. Each node and agenda has a difficulty number to indicate how many times it must be advanced in order to take effect. A node that has been sufficiently advanced is activated and can be used repeatedly, but stays in play in its data fort. An advanced agenda is taken out of the game and gives the Corporation points toward victory, although some maintain an effect on the game even after they're achieved. The Corporation wins by advancing seven points' worth of agendas to completion. (Or by frying the *Netrunner* to a crisp. But that comes later.)

The data forts are protected by intrusion countermeasures electronics—ICE. These are programs designed to keep the Runner from accessing the agendas and nodes in the forts. Some of these simply prevent the Runner from going further into the fort. Others erase his programs and destroy his equipment. Still others, called Black ICE, are programmed to kill the intruder or wipe his mind completely.

The Runner's game is simpler—he must break into the Corporation's data forts. Once he gets in, he can access a single card. If this card is a node, he can pay a cost in bits and cause it to be discarded. If this card is an agenda, he can "expose" it, taking it out of play with no benefit to the Corporation and keeping the victory points to himself. If the card is neither, he places it back where he found it. The Runner wins by stealing seven points' worth of agendas from the Corporation.

As the Runner, you can attempt a break-in on any data fort, including R&D and the Headquarters—yes, this means you can search your opponent's hand and deck for agendas. However, all ICE and cards in data forts are played face-down, so you never know what you're up against



THE BEST



TOP NOTCH



GOOD



OKAY



WEAK



POOR



B

A

## [breakdown]

## netrunner card description

**A. Rez Cost:** The number of bits required to turn the card face-up and allow its effects to take place.

**B. Card Name:** Hmmm...

**C. Art:** The pretty stuff.

**D. Keywords:** The keywords indicate into which of the various categories the card falls. This card is Ice, Black Ice, Sentry, AP (Anti-Personnel) and Zombie.

**E. Ice Subroutines:** What the Ice does. All encountered subroutines take effect unless bypassed by a Runner's programs.

**F. Ice Strength:** The power of the Ice. A subroutine can only be bypassed by an Icebreaker with a strength equal to or higher than its own.

**G. Commentary:** Flavor text.

**H. Illustrator:** The person who did the pretty stuff.



until you take a chance and confront it. Is that card an agenda that can be stolen for victory or just a node that you can trash? That Node just might be a trap, waiting to destroy you.

In order to slip past Corporate ICE, the Runner assembles a variety of software and hardware, which he powers by spending bits. It's vital to have an offense to get past each defense—otherwise the Runner will find himself looking on as the Corporation advances itself to victory. However, software takes up space (one memory unit per program), and the Runner initially only has four memory units that can be filled.

Each piece of software—called an ICEbreaker—is tuned to a particular type of defense; some are built to break through walls, others to get past artificially intelligent hunters. If the strength of the ICEbreaker is equal to or greater than that of the ICE, the Runner can use the ICEbreaker to turn off one of the ICE's effects, or subroutines. Since most ICE have more than one subroutine, it can cost many bits to overcome a single piece. Get past all the pieces of ICE and you can reap your reward.

The Corporation has two other defenses that the Runner must keep in mind. The first is the threat of a Trace; if the Corporation manages to "tag" the Runner, it knows where he is and can cut him off from his resources. The second is the threat of damage—each point of damage done to the Runner forces him to discard a card from his hand. If the Runner is forced to discard more cards than he has, he's dead. As if that weren't scary enough, there's a type of damage called, appropriately enough, brain damage which reduces his maximum hand size by one, making it easier to kill him later.

One of the beautiful characteristics of *Netrunner* is that, even though each side has powerful cards that might be considered "game-breakers" in other systems, the game balances itself without resorting to forced card limits or other arbitrary measures.

The Corporation gets to go first, and may have an unlimited amount of resources in play—after all, it has billions of dollars to spend and has been in business long before the Netrunner bought a Fisher-Price My First Cyberdeck. However, the Corporation gets fewer actions in its turn, and must worry about defending its sprawling areas of virtual real estate.

The Runner has more actions and, some would say, more freedom in play because all he has to worry about is himself, rather than the management of a conglomerate. The Runner can also set the pace of the game, choosing when to attack and when to stay home. What's the Runner's weakness? The Runner can die.

Richard Garfield has already sent us to the heights of fantasy with *Magic: The Gathering* and through the blood-stained city streets in *Vampire: The Eternal Struggle*. Now, he completes the hat trick in the digital dreamscape of *Netrunner*. Download this one to your hard drive—it's a keeper.

—Jason Schneiderman

## [the good]

• How can you tell this game is a classic waiting to be discovered? Because even the most degenerate deck designs aren't undefeatable. The balance is built into the system, not imposed from outside.

• No instants or fast effects—which means no endless timing arguments. And no tapping!

• The computer-generated art is spine-chillingly beautiful.

• The game is playable straight from the box, and is easily taught. Once the basics are learned, you can make the game as complex or as simple as you prefer. But see below.

## [the bad]

• *Wizards of the Coast* doesn't seem to know what to do with the game. The instruction manual is interesting to read, but trying to learn the rules from it is an exercise in frustration. (What does "accessing" mean exactly?)

• This is a nit, but there's no provision for multiplayer play.

## [the ugly]

• The tournament rules have just been developed and posted on the *Wizards of the Coast* Web page. Look for them to sprout up at your local *Magic* haunts.

• Speaking of *Magic*, there are lots of inside jokes for planeswalkers. I'm not going to give them away, but here's a clue: Check out the coffee cup on the Raven: Microcyb Owl card.



# on deck

Reviewing  
the latest  
releases in  
collectible  
card games

## Killer Instinct

**G**ood news, video game fans: You no longer have spend all your hard-earned cash on your favorite video game *Killer Instinct*. You can now spend it on the collectible card game instead. That's right, no more having your head handed to you by a four-year-old with freakishly fast reflexes. With the card game, you get the added bonus of keeping your cards after someone playing *Gladius* whips your butt.

The first offering from Topps, a company more known for its sports cards than trading card games, does a good job of capturing the feel of *Killer Instinct*, far better than Brady Games did late last year with its *Mortal Kombat* CCG. Topps worked closely with Rareware and Midway on the creation of the game and filled in a lot of blanks surrounding the *Killer Instinct* world. They provided a lot of the artwork as well as more background information on all the characters and Ultratech, the dark mega-corporation that seems to control most of the 21st century. Ultratech is everything one has nightmares about. It's big. It's all-powerful. The Law doesn't apply to them because they own most of the police force. They perform atrocities in genetic mutation, like the experiment that created Raptor.

Who will stop this evil? You, hopefully...but hey, no pressure.

Each player takes the role of a shadow corporation, a company living on the fringes of Ultratech's influence. You're looking to gain enough credits to topple the mega-corporation, and in the 21st century the easiest way of scoring large amounts of cash is the *Killer Instinct* worldwide fighting circuit. Fighters from every corner of life meet to turn each other into bloody pulps. Its television ratings are like the Super Bowl, the World Series and the O.J. verdict rolled into one. The shadow corps that finances a winner becomes filthy rich in no time.

How do you enter the circuit? Each player stacks his deck with one fighter that your corps has signed. And don't worry if you and your opponent are playing the same warrior: Cloning in the 21st century is apparently widespread. In addition to your fighters, your deck will contain important fast effects and some of your other personnel like hackers or cheerleaders.

The card game, much like the video game, is all about duking it out with your opponent. You begin the game with one fighter already signed. This is called a "fighter stack." Each stack contains seven moves, one of which must be that warrior's special attacks. This move card must be face up on the stack to show your opponents which fighter you've signed. The move card must also be a special move, and all the special moves in a single fighter stack must be for the same fighter.

When you're ready to begin combat, one of your fighters faces off against one of your opponent's. Each warrior begins the combat phase with 28 hit points. Combat is played out in sequences of seven moves—cards revealed simultaneously with your opponent—with the players attempting to play moves they think will hit the other fighter.

All moves have speed (quick, medium, fierce) and placement (low, high, jumping) values. Moves will land based on three things: how fast your move is, where you place your move and what move your opponent plays. Fast moves will usually land, but do very little damage, one or two points at most. The slower moves rarely land, but pack a punch. Shot placement is also very important. High moves hit jumping moves. Jumping moves hit low moves. Low moves hit high moves. After the moves are revealed, players match the top of their card against the top of their opponent's card. If your "bloodline," the splatters of blood across the top of most move cards, hits his damage number, you've hit him. If not, chances are you've just been smacked.

If you can string together the proper sequences of moves together, you can wallop your oppo-



the box

Killer Instinct™



**Publisher:** Topps

**Designers:** Greg Gordon and Shane Hensley

**Genre:** Fighting Video Game

**Set Size:** 363 cards

**Release:** June 1996

**Packaging:** 60-card starter decks; 12-card booster packs

**Suggested Retail:** \$9.95 per starter deck; \$2.75 per booster pack

\* Review and rating based on play-test cards

ratings



THE BEST



TOP NOTCH



GOOD



OKAY



WEAK



POOR



D  
E  
F  
G  
H  
I

C B A

# breakdown

## Killer Instinct card description



- A. Fighter Name:** Fulgore.
- B. Bloodline:** If your opponent's damage number falls within this puddle o' blood, your move hits him.
- C. Damage:** If you manage to hit your opponent, this is how much damage the move deals.
- D. Card Name:** Laserstorm!
- E. Combo Markers:** The left combo marker represents the move that's being played. The right combo marker is only used when

- a move hits. If they hit, you get a free 'virtual' hit equal to the lesser of the two hits.
- F. Artwork:** Screen shot of Fulgore blazin' somebody.
- G. Card Type:** Special move.
- H. Special Rules:** Explains what kind of attack it is: High Medium Energy Attack.
- I. Card Quote:** In this case, some kinda computer jargon we're not hip to.

nent with a combo. Yep, that's right, just like in the game. If your opponent falls below four hit points, you may be able to land a danger move, which usually results in a gruesome and instant end for him.

Effects remain in your hand, unless they are a permanent effect such as shadow corps personnel, weak spot or enhancement, in which case they may be put in play. Weak spots have qualifiers such as "high fierce," which adds a blood splotch to any one move being played that would allow that move to hit high fierce moves in addition to what it already can hit. After it is used once, the effect is discarded.

During a match, fighters each play seven move cards per sequence. After each fighter has played the seven moves, the sequence is over and both players pick up the moves, discard any effects played during the sequence and begin a new sequence using the same stack with all the moves from the previous sequence available again. Fighters continue to battle this way, taking as many sequences as necessary to deal 28 points of damage to their opponent. As soon as one fighter has suffered 28 points of damage, the match ends, and the other fighter is the winner. The loser holds up the cards in his fighter stack, and the winner pulls out one at random and throws it in the discards pile. If the loser was unlucky enough to be hit by a danger move, the entire stack gets discarded.

A turn works in the following order:

**Draw Phase:** Each player draws two cards and adds them to his hand. Hand size is unlimited. Players may exchange cards between hands and fighter stacks. Stacks with less than seven move cards are unsigned. Since you may add any number of moves during the draw phase, stacks become signed when they contain seven or more moves.

**Promotion Phase:** This phase determines who fights who. Each player will have one warrior fight. This can be random or player's can start a bidding war. In a bidding war, all bids are made with victory points. Players make their bids in secret and reveal them at once. The highest bid wins. If there is a tie, no one wins. A player who wins the bidding war may choose who fights this turn.

**Combat Phase:** The player in each combat with the most signed fighter stacks may play an arena card. Arenas determine where the fighters will duke it out, and often favor one fighter, and give him added bonuses. Since each individual fight takes place separately, several fights can be going on at once and be in different arenas.



## the good

- Close enough to the video game, you feel you should be giving your opponent quarters for each game.
- Combat is simple to learn and exciting to play.
- Expands on the Killer Instinct Universe for fans who just can't get enough.

## the bad

- When you're not in combat, the game drags a little.
- The top card of your fighter stack is shown to your opponent and tips your hand to what the first move will be.
- Artwork leaves a lot to be desired.

## the ugly

- The game could fall prey to cheesy players, those who are more interested in winning than having fun.

**End Phase:** Each player checks for victory. If any player (i.e., Bob) or single fighter (i.e., Fulgore, Orchid, etc.) earns three wins, the game ends and all victory points are totaled up. The player that can account for the most victory points wins. Example: If Bob controls Fulgore and Joe controls Fulgore, and Bob's won a match, while Joe's won two matches, the game ends. If it was just between Bob and Joe, the player with the most victory points wins. Since there are no individual turns in Killer Instinct, this is a simultaneous check for all players.

A minor flaw in the game is that the top card of your fighter stack is shown to your opponent. This is easily remedied, however. During playtesting, we resorted to using each fighter's draw effect to cover the stack. Thus revealing the fighter's identity, but not a move.

Overall, Killer Instinct is a good game. It is quite possibly the best fight simulation game on the market. Its minor flaws are hidden by an easy, exciting and fun combat system. It mirrors the video game well enough to attract the coin-op game fans, and well worth the money veteran gamers as well.

-Wil Chase





# INQUEST

## profile

### LIZ DANFORTH

**F**o-der than dirt." That's how Liz Danforth describes herself, noting that the only fantasy game she had growing up was cowboys and Indians. Though she loved fantasy and science fiction, she majored in anthropology at Arizona State University and expected that art would be "nothing more than a hobby."

The birth of fantasy gaming turned that hobby into a vocation. For most of her career, Danforth has been known primarily for her black-and-white ink work for Iron Crown, FASA, Game Designer's Workshop ("Rest in peace," she comments) and others. Her first professional work, in 1975, was a cover for a Flying Buffalo magazine called *Supernova*.

"I did a 'supernovaing' sun with spaceships fleeing away from it."

Her work for Wizards of the Coast's breakthrough collectible card game, *Magic: The Gathering*, has allowed Danforth to expand her painting range. "If I were a writer, I'd say I was still finding my voice [in color work]. *Magic* cards provide the perfect venue to hone my skills."

Danforth lists 19th-century English artist Aubrey Beardsley as a strong influence on her early ink work. "Everything was very sinuous and organic," she says. "Clean line work, strong lights and darks—that definitely affected my black-and-white work."

She also aspires to the "otherworldliness" of 19th-century American painter

Howard Pyle, Maxfield Parrish and N.C. Wyeth (who studied under Pyle). "I want to achieve the...sense of [an] 'other place' where you could almost step into the painting."

Her strangest experience involved a piece called *With a Knot in My Stomach*. Begun as a sketch done "In an emotional furor" ("I'm glad I don't feel that way anymore" is all she reveals now), she later painted it for a gallery show. Danforth says the piece, which shows a human body twisted as if it were made of rags, gets more response than any of her other work. The reaction surprised her, since she thought the unusual art wouldn't interest others. One viewer reportedly said, "A lot of the pieces in this art show are supposed to scare you, but that one really does."

Danforth has authored a few stories published in various game-related anthologies, but laments that she has little time to write. "I can show pictures, but I can't tell stories about them. I'd like to share that aspect of my imagination with people."

Look for upcoming examples of Danforth's work in the *Alliances* expansion for *Magic*, the *Dragons* expansion for Iron Crown's *Middle-earth* CCG and the *Mirage* stand-alone set for *Magic*.



Sublimity of Gains from Middle-earth: The Dragons

#### Favorite work by another artist...

Hans Holbein's *The Ambassadors* is a picture of wealthy, powerful men in full Renaissance costumes—fur, gold, velvet—but at the bottom of the painting is a gray smudge. When viewed at an angle, the foreshortening effect creates the image of a skull, a symbol of death hidden among the symbols of power.

#### Favorite munchie at 2 a.m....

Bread, especially rye and multigrain. I'm a "breadaholic."

#### Things you collect...

Unusual things—crayfish claws, strange rocks, odd jewelry—to look at for ideas while I'm working.

#### Favorite TV shows...

"The X-Files," "The Simpsons."

#### Last good book you read...

The 1811 *Dictionary of the Vulgar Tongue*, which is full of university slang and underworld dialect. I'd like to write a story with characters using that sort of speech.

#### Last good movie you saw...

"Braveheart." I appreciated the realistic sword-fighting—none of this silly "Oh, you've poked me in the shoulder" stuff, but swords really slashing into people's faces. That makes up for the factual inaccuracies.

#### Favorite roleplaying game...

I started with [Flying Buffalo's] *Tunnels and Trolls*. With so little free time, I don't play much, but my friends and I enjoy using Stellar Games' *Destiny Deck*: Draw a few cards to create the atmosphere and the goal, and then just make up the adventure as you go.

#### Favorite comic strips...

*Calvin and Hobbes*, *Sally Forth* and *Dilbert*.

#### Nickname and how you got it...

Just Liz. I've always wanted a nickname—I have friends nicknamed Bear and Ugly John—but I've never had one.

#### Favorite musical performers...

I especially like the Celtic styles; also Jethro Tull, Alan Parsons.

#### Costume worn the last time you went trick-or-treating...

During my freshman year in high school, I dressed up as Willy Wonka, and my friend dressed as an Oompa-Loompa, and we went door-to-door passing out candy to the people in their houses. We got a lot of really strange looks!

If you were an all-powerful wizard, what you would do with your powers...

I would create tolerance in all people. I'd solve ecological problems. On a more selfish note, I'd make myself weigh 120 pounds.

VITAL STATS: LIZ DANFORTH



**Name:** Liz Danforth  
**Birth:** 1953 in Rockford, Ill.  
**Occupation:** Artist and writer  
**Base of Operations:** Phoenix, Ariz  
**Career Highlights:** Artwork for *Magic: The Gathering*; longtime personal and collaborative relationship with game designer and author Mike Stackpole





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# 300-CARD MONTY

By Andrew Kardon

**Pack your shirubbery—  
"Monty Python and  
the Holy Grail"  
is invading  
the CCG market.**

Sir Lancelot and his page Concorde



**A**nd now for something completely different...

No, it's not a man with three nostrils, it's an all-new collectible card game based on "Monty Python and the Holy Grail," the 1975 movie by the wacky British comedy troupe known to them and us as Monty Python.

Put out by Illinois-based Kenzer & Co., the proposed 300-card set should find its way into stores everywhere this June. So dump all your Shivans and Moxes—all you need for this game (besides a starter and some boosters, of course) is a quick wit and a bit of levity.

## So How Do Ya Play?

As King Arthur, your objective in the *Monty Python and the Holy Grail* CCG is to lead your Knights of the Round Table in search of the Holy Grail.

"The way you start," says co-designer Brian Jelke, "is by laying out 14 cards [from your deck] in front of you, sort of shaped like England. You need to move your knights through [your own] England one space at a time. Once you get through those cards, you get to an area on the board in front of you that we call Avalon, which we refer to as the Grail Level. There you have a chance at finding the Holy Grail."

As you move through England, you'll encounter such familiar adversaries as hostile knights that go "Nih!" and others that'll bite your leg off even after you've dismembered them, a killer rabbit with nasty big pointy teeth, the Legendary Black Beast of Aaaaarrgggg! and all kinds of monsters. You either combat them or try to outwit them. Meanwhile, your opponent's doing the same thing. And all the while, you're playing cards on each other to stop one another from reaching his goal.

Deck building can be a bit tricky, says Kenzer President and *Python* co-designer David Kenzer. "The tougher you make your deck," he says, "the more likely your England's gonna be really hard to get through. If you go ahead and buy tons of cards and you've got all the Killer Rabbits and Legendary Black Beasts and Frenchmen you can get your hands on, you may have to fight those guys yourself."

"But there's still strategy, because when you build your deck, if you put in a Legendary Black Beast or two,

you're probably gonna want to put in a couple of Cartoonist Dies cards. The animator has a fatal heart attack and it eliminates the cartoon peril. It's just additional strategy."

One of the key points of the game is that each card has two abilities on it. "You'll have a primary aspect of the card," Jelke explains, "like an event or a taunt or something. It'll have a picture for example of the Frenchman, the quote on there and some effect that would generally harm the other player. If you don't want to use it for that, there'll be a smaller box on the side that just says something like 'or plus one combat.'"

"We think that's gonna be a pretty strong aspect of the game. It'll mean that every turn, you should be able to use a card for something. You won't just be sitting there waiting to draw out a particular type of card."

If you like waiting for specific cards, don't worry: There'll be plenty of item and weapon cards such as the Trojan Rabbit, a Shrubbery and the Holy Hand Grenade. Of course, these things are pretty heavy to carry around, but Jelke offers a solution. "All the knights have to have a page. In order [for a knight to join your party], you have to bring out a page from your hand, because somebody has to carry his stuff."

"That brings another element to the game. Maybe you can't hurt the guy's knight, but if you somehow kill his page, then his knight will go away."

Deceased characters go straight to the discard pile, or, as Kenzer & Co. call it, the dead cart. You'll have at least a slim chance of resurrecting your characters, however: The game contains an "I'm Not Dead Yet" card.

## Something Completely Different

Kenzer & Co. has added a number of unique aspects to the game to ensure that the zaniness found in the movie transfers over to the CCG.

"We have a quote on almost every card," Jelke reveals, "and we're gonna put in the rules that you have to read the quote in order to make the card take effect. If you wanna be a rules lawyer





For example: Name five characters that John Cleese played in the movie. And if you answer the question then that's fine; if you fail to answer the question then you're subject to some nasty effect like losing a knight. It's a pretty unique type of card that I haven't

don't succeed in finding the Grail with it, you're sent all the way back to the bottom level.

## Can You Picture That?

The art for the cards is largely being taken straight from laserdisc, with only a small amount of original art being used for borders, card backs, symbols and a few other things. With some 90 minutes' worth of film, there are plenty of pictures available.

"The more time I spend going through this movie and trapping pictures," Kenzer says, "the more funny stuff I find. There's gonna be cards that people look at and say, 'I don't know where that came from in the movie.'"

"I was working on one last night, the part where they just ran away from the Frenchmen and Lancelot says something like, 'The fiends, I'll tear them apart.' And Arthur's like, 'No, no, no,' and he holds him down.

"When you're watching the movie, you're always looking at Lancelot and Arthur because that's where the action is. But when trapping a shot for the game, I'm looking at the other people's faces to make sure they aren't blurry and stuff.

"In that particular scene, Brave Sir Robin is hilarious. He's got his shield half up, he's hiding behind it, he's got this petrified look on his face. I was just cracking up. That stuff you just don't see when you're watching the movie because your eyes are attracted to the action. So we've got virtually an infinite number of cards we can come out with."

That being the case, the company has tentatively scheduled its first expansion set for March of next year.

## How The Quest Was Won

Back in 1993, Jelke, Kenzer, Steve Johanson, Mark Schultz and Adam Niepomnik decided to turn their hobby, roleplaying, into a business, and thus was

and your friend's not reading the quote, well, you can say it doesn't work.

"The other thing that's kinda popular, but some [play-testers] didn't want to do it, are these song cards. There's a limited number of songs in the movie, like 'Brave Sir Robin.' And the idea of the card is that it'll have a verse. You play it on the other player and he needs to stand up and sing the song; otherwise, some bad effect takes place. It's nothing too extreme, but at the same time it'll be kind of silly if we start doing tournaments and we've got people standing up singing songs."

That's not all. Players should be sure they know such complex facts as their own names and their favorite colors. That's right, you'll be facing the Bridge Keeper—who has trouble differentiating between African and European swallows—and he won't let you pass until you've answered three questions.

"The first ones, of course, will be easy," Jelke says, "like 'What's your name?' or 'What's your quest?' And the third one will be a trivia question on the movie, the Pythons or something else.

seen in any other card game."

Plenty of strange cards abound, including the one Jelke's currently working on, Intermission. "You play it and your opponent has to go take a break. You're allowed to take your turn while they're gone, so I guess you're on your honor. The main point is that he can't play cards on you then. We're gonna test that and see how it works. I can't guarantee that it'll be in the final version."

But quite possibly the most intriguing (and potentially cheesy) card is one that can win it all for you in one shot. "If you have the right card," says Kenzer, "you can win the game on turn one. There's a card that lets you jump all the way to Avalon from wherever you're at and lets you make a roll for the Grail. It's called Last Chance."

Obviously, you're supposed to save the card for a last-ditch effort when your opponent's mere moments away from winning the game, but you can


take a shot at winning right away if you're dealt the card in your first hand. If you





"I think I went through my movie collection and started looking at them, and I was like, 'Holy cow, Monty Python! If we can't sell that to gamers, then we know we should just quit.'



"We want people to be laughing out loud when they play this," sums up Jelke. "We're having a great time designing it and if people have half as much fun playing it as we've had designing it so far, then I think it's really gonna be a success." 

Andrew Kardon, teen heartthrob and copy editor for *Wizard: The Guide to Comics*, claims his favorite color is black—no, *blx... gaa!!!!!!*

Archer Knight Round Table Area Deck Draw Cart

**PLAYER 1**

Archer

**PLAYER 2**

Deck Draw Cart

Archer Knight Round Table Area

—Andrew Kardon

NOW GO AWAY  
BEFORE I TAUNT  
YOU A SECOND  
TIME!



## The demand for



The *InQuest* Q&A:

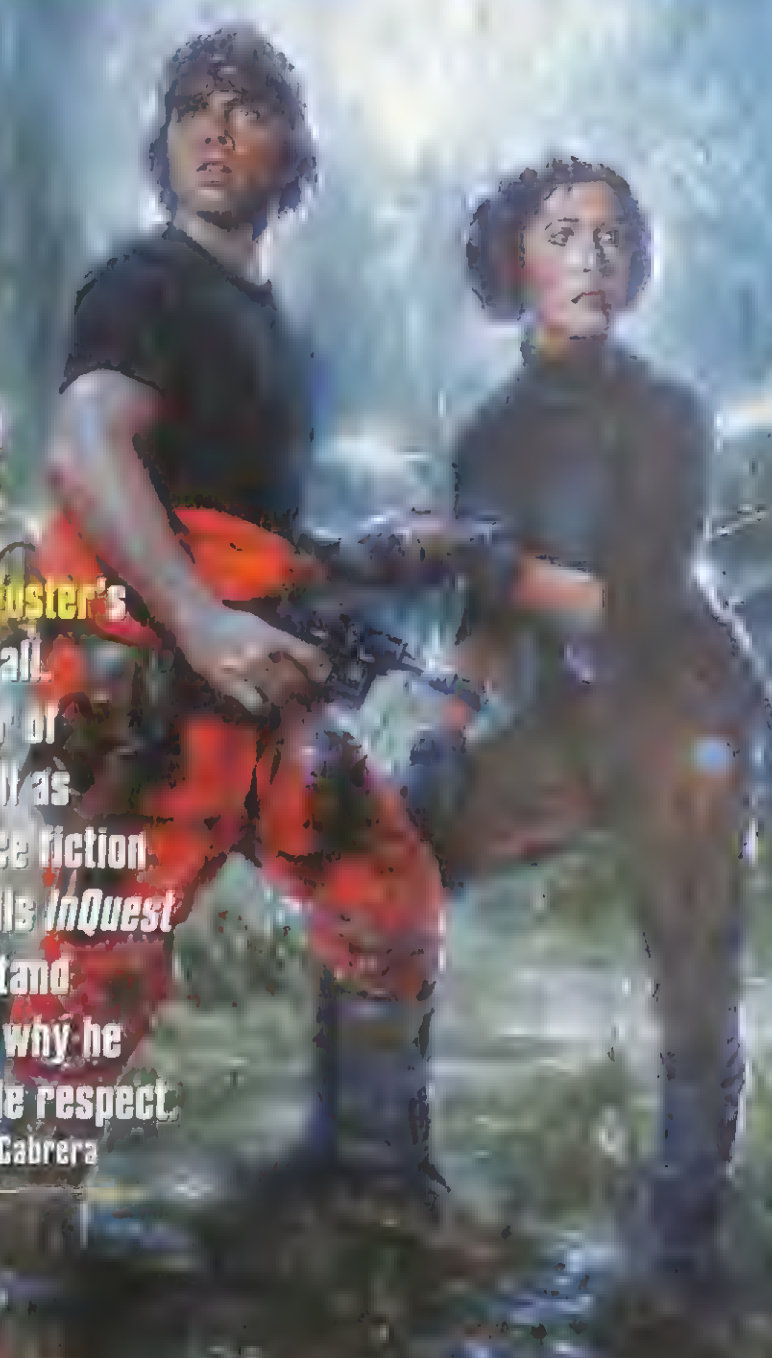
# ALAN DEAN FOSTER

"Star Trek,"

"Star Wars,"

"Alien."

—Alan Dean Foster's  
novelized 'em all.  
Now the writer of  
original as well as  
adapted science fiction  
and fantasy tells *InQuest*  
why he can't stand  
Hollywood and why he  
deserves a little respect.  
By Anthony Duignan-Cabrera





## THE PROFESSOR IS IN.

Dressed in a dark gray/green flannel shirt, jeans and a pair of black slip-on canvas shoes, the stocky Foster appears to sit in conflict with his Saturday morning audience, spectators at the science fiction and fantasy convention I-Con IV. Foster is pugnacious, articulate and at times impatient with the kind of naive fawning Trek fans seem to heap on the legendary TV show.

Case in point: the panel that Foster, *Star Trek* novelist Barbara Hambly, comics writer Peter David and fantasy writer Doug Murray are chairing: "Star Trek: Is This Our Future?"

"It isn't," says Foster.

"The quest for the stars, like all of mankind's previous explorations, will be driven by the need to make profit," Foster says simply. The audience, full of Trek fans, gives up a collective groan at the harsh reality. Foster shrugs.

"I'm a realist," he says. "But philosophically, I'm an optimist."

It's a fitting and accurate self-description.

For the last 20 years, Foster, 49 and the author of more than 50 books, his latest being *Dinotopia Lost* (Turner, \$21.95), has suffered the slings and arrows of both fans and critics in his attempt to bring credibility to a much-maligned art form: screenplay novelization.

From his first book in the genre, transforming the Italian schlock-female-Tarzan movie "Luana" into something halfway readable, to his "Star Wars"-inspired bestseller *Splinter of the Mind's Eye* on through the *Star Trek* Logs and the "Alien" trilogy, Foster says he has worked to craft those books with all the skill, imagination and effort he would devote to his own personal projects. Now he would like some respect.

**INQUEST:** How did you become involved in novelizations?

**ALAN DEAN FOSTER:** Ballantine had bought the rights to one of the worst movies ever made, a film called "Luana." It was a really hideous, purported female Tarzan movie that combined all the worst aspects of Italian filmmaking and, because I had a masters in film and knew my way around a film script, Ballantine asked if I would be interested in making it into a book. They didn't even have a copy of a script for me to look at.

I watched the film, in Italian, and it was so bad that I threw out the whole thing, except for the bare outlines of the plot. Basically, all I did was novelize the cover which was painted by Frank Frazetta. And that's how I began to do film novelization.

Do you give novelizations the same commitment as screenplays or your personal work?

I approach them all with the same seriousness and I think that's why my novelizations have been so successful.

People know. You don't fool the reader. The readers accept a book and if somebody has obviously slapped it together in a few weeks for a quick paycheck, people can tell.

I'll put *Alien* up against a lot of books as a book and say this is a good book. Nevermind that it originated as a movie. You would be surprised about the prejudice that there is about novelization. Part of it is because there is so much quickie, bad stuff churned out.

Also, people don't think about novelization in the same light. You take a book and make it

into a movie, you get an Academy Award, Best Screenplay Adaptation. You take a movie and turn it into a book, you don't get anything. You don't get no respect.

**How did you get involved in writing the "Star Wars" novelization and *Splinter of the Mind's Eye*?**

It was a two-book contract, the novelization and *Splinter*. Working with George Lucas was one of the most pleasurable experiences I've ever had working with anyone in the movie business.

George said, "I want a sequel book. It needs to be a book that can be filmed on a low budget." The idea being that nobody knew how "Star Wars" was going to do, and George, thinking ahead and obviously having studied Walt Disney, wanted to be able to make a sequel utilizing existing props.

That's why the story is set on a fog-shrouded planet; it cuts down on expensive backgrounds. I originally had a fairly large space battle in there, but it was cut. That was the only major change.

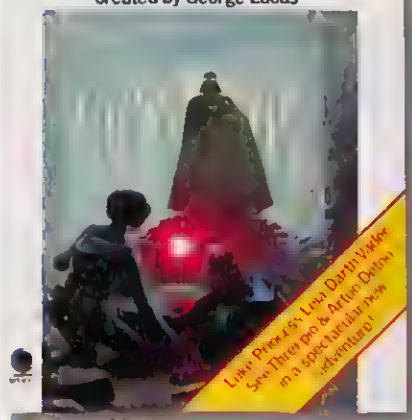
**Do fans still come up to you and ask you to explain Luke and Leia's now incestuous kissing scene and Darth Vader's near death in *Splinter*?**

Nobody ever asks me about that. They either tell me they liked the book or they didn't like the book. They were more concerned about Vader losing his arm in *Splinter* as opposed to him losing it in "Jedi." I did get questions about that, but it's something I have no response for.

When you start out writing a story and it ends up becoming a mythology, it's very difficult to go back retroactively and fix things. But these are questions you should ask George. What I suspect is that

### ALAN DEAN FOSTER **SPLINTER OF THE MIND'S EYE**

FROM THE ADVENTURES OF LUKE SKYWALKER  
Based on the characters and situations  
created by George Lucas



The highly successful *Splinter of the Mind's Eye* novel has been translated into a comic book series from Dark Horse (left).



he thought he was going to make a certain movie and he wasn't too concerned with what he was going to do with the 23rd sequel or whatnot.

#### What was it like working with Lucas?

I had a ball working with him. He's just a regular guy. He just happens to be a visionary filmmaker with lots of money, and frankly I think he makes the movies he makes because those are what he wants to see and nobody else is making them.

I haven't seen him in a great many years and, unless he's changed, he's still the nicest guy I've ever worked with in the business.

#### Which universe do you prefer: Star Wars or Star Trek's?

I would prefer Aliens'. [Laughs] Actually, I prefer Star Wars'. But really, it's apples and oranges. One is more of a mythical young hero thing and the other is much more versatile.

I can't really pick one over the other. There are other things that I prefer, like "Forbidden Planet." That's a better idea for me of what I want a science fiction film to be about.

Sure, it's a Hollywood execution, but at least there's something a little deep there. Yes, you have the scantily clad gal, you have the funny robot, but behind it all, there's something much bigger. Even if it is a rip-off of Shakespeare.

Actually, before the *Star Trek* Logs, I hardly ever watched "Star Trek." I watched "The Twilight Zone." I still watch "The Twilight Zone." I watch it over and over again. They did more with one guy in a room, shot in black and white, than a lot of the shows today make with big budgets and a big cast.

What is it about "The Twilight Zone" that sets it apart from other shows like "The Outer Limits" or "Star Trek"?

The writing. The writing and the acting as well. My favorite "Twilight Zone" episode was called

"The Howling Man." It was written by Charles Beaumont, a writer who died young, around 42. You talk to writers like Harlan Ellison and Norman Spinrad, all these guys looked up to Beaumont.

It's about a man lost in Europe in the mountains in a terrible storm, and he's taken into a monastery and he hears a man howling, he hears this horrible howling sound.

He goes up, finds a man in the cell [who] tries to tell him the monks are mad and they're going to lock him up too.



### VITAL STATS

Name Alan Dean Foster

Birth November 18, 1946, in the Bronx, N.Y.

Occupation Author

Base of Operations Prescott, Ariz.

Career Highlights "Selling the fantasy novel *Spellsinger*. It was about rock music and dope, but it wasn't Tolkien. I sold it to Warner Books, but they wanted two straight science fiction books as well, so it was a three-book contract. It was a \$100,000 contract, which at that time, 1977, and for a young writer, was quite substantial."

But the monks say he is the Devil and as long as they keep him locked up, the world will be a reasonably safe place. The last time he was out was World War I.

The guy let's him out and, sure enough, it's the Devil and World War II starts. At the end of the episode, the guy spends the rest of his life doing penance for this. He finally catches the Devil, locks him up in his hotel room and as he's preparing to move him, you

**"THE QUEST FOR THE STARS, LIKE ALL OF MANKIND'S PREVIOUS EXPLORATIONS, WILL BE DRIVEN BY THE NEED TO MAKE PROFIT."**

see the maid's hand reach for the key to the hotel room door because of the howling coming from the room. It was very, very eerie and done with practically no money.

How about "Star Trek"? You obviously watched enough episodes to familiarize yourself with the characters. Do you have a favorite *Star Trek* character?

That's a good question. Nobody has ever asked me that before. I was always very fond of Nichelle Nichols' character. I didn't

care what she was playing. She just happened to be a *Star Trek* character.

I liked Scotty, Jimmy Doohan's character. He struck me as being less Olympian and more human than any of the other characters. He was the blue collar guy, or the officer blue collar equivalent, down there in the dumps slaving away. Doing the hard work while everyone else was hopping around getting all the glamour.

Following the *Star Trek* Logs series, you were heavily involved with the first "Star Trek" movie.

I wrote the treatment for the first film. The first five minutes of "Star Trek: The Motion Picture," are mine. But after that, it was all changed. You see, as soon as "Star Trek" became a big-budget movie, I became an instant non-person. Nobody asked me my opinion, and as a fan, I would have given it freely, which probably would have puzzled them a bit more.

But that experience precipitated my move to Arizona. I just got fed up. They tried to keep my name off the script and I had to go to arbitration with the Writer's Guild.

How do you go about adapting scripts or screenplays? Do you have to follow any guidelines laid out by the film or TV show's producers?

Generally, I'm left alone and I approach it as a fan, as someone sitting in a movie theater who wants to see the best movie possible.

When I'm doing a novelization, I essentially get to rewrite the movie and I try to fix as many of the mistakes as I can, and add as much interesting material as I can.

Those are the two main things you try to do. Sometimes they let you get away with it and sometimes, like with "Alien 3," which I wrote a completely different ending for and a whole bunch of different stuff, they say, "No,

you can't get away with that." Your approach to film novelization has sometimes put you at odds with the movie industry's powers-that-be. What happened with your novelization of "Alien 3"?

I can't tell you that because of the 20th Century Fox contract. But let me see what I can tell you. There's no gratuitous death of the little girl, which was Ripley's motivation for living and fighting. Ripley doesn't die in the end. And little things, like you don't have 23rd



century guys looking for batteries for a flashlight—those common 20th century anachronisms that Hollywood doesn't deal with.

**Obviously you're a big sci-fi film fan.**

**Do you have any favorite movies?**

My favorite? "Forbidden Planet." But I have too much of a soft spot for it. It was kind of a formative film for me. I think it was for a lot of people my age. I saw it at a drive-in movie when it came out.

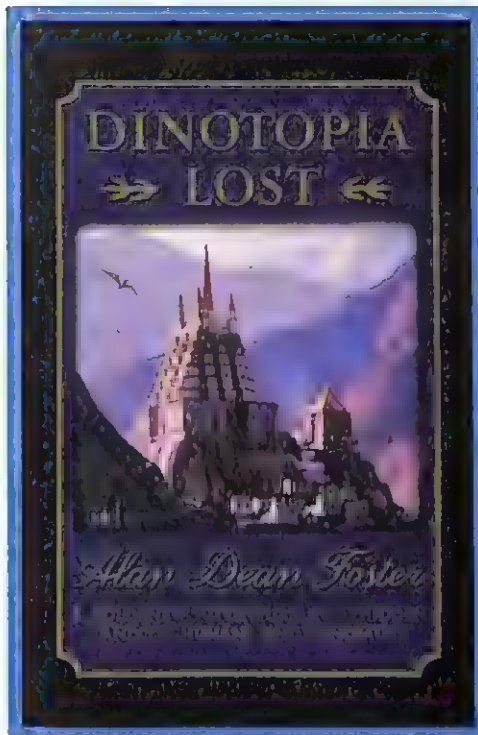
There are two excellent science fiction movies and one pretty good one that came out in the 1950s. The two biggies were "Forbidden Planet" and "The Day the Earth Stood Still." The other is "This Island Earth." It has very good special effects; the aliens were not horrible monsters. But "Star Wars" is up there and "Close Encounters" is also up there.

**Do you have a favorite science fiction book?**

I have to give you a handful of stuff. *Men, Martians and Machines* by Eric Frank Russell which contains the first great story in science fiction that uses ecology, in my opinion. Any collection of Robert Sheckley short stories, Arthur C. Clarke's *Childhood's End* and Asimov's *Foundation Trilogy*.

**Where do you take your inspiration from?**

A lot of it comes from my travels. I was amazed that when I met these literary gods of mine that they never traveled. They were very much stay-at-homes. Their idea of a big trip was to go from L.A. to New York. There were few exceptions like Harry Harrison and his wife, but not many. So my travels do inspire.



I just finished a novel that's set in contemporary Papua, New Guinea, that is neither science fiction or fantasy. It's called *The Last Paradise*. I just turned it in and my agent's going to option it.

It's a contemporary adventure story about an American guy who is having a tough time of it because his wife and children were killed in an accident and he goes there to find himself.

**Which is easier for you to write: characters or situations and plotting?**

The easiest thing for me is describing alien worlds. I have a good time describing aliens and alien worlds. For me to do *Midworld* and 20 years later do a sequel, well, that jungle is as familiar to me as any on Earth. I love to travel and I travel where I can. And where I can't, I make it up.

**Which characters are the most difficult?**

The human characters are the toughest to develop. Aliens I find very easy, or fantasy creatures, but real human beings are difficult. Maybe because they're so familiar to people. You can fudge more with an alien, but with humans, everyone is a critic.

**Do you keep up with any of the current crop of science fiction TV shows now airing?**

I try. The "Star Trek" stuff is very well done, it's beautifully done. They've got a proper budget. The special effects they

From dinosaurs to giant ostriches, Foster's populated his universes with a wealth of fantastic creatures.

can do today are wonderful, but I find it's very repetitious and I find it's a lot of shoot-'em-up.

I had very high hopes for "Third Rock from the Sun." It's very nicely acted. John Lithgow is, of course, wonderful, as is Jane Curtin, but it's terribly written. You get these huge disappointments one after another.

I'll tell you a TV show I watch religiously, "Re-Boot." I know it's canceled, but how they did that week after week was incredible. It's wonderful stuff.

**You've written extensively in both the science fiction and fantasy genres. Which do you prefer?**

I prefer to write science fiction. The fantasy novels are very light. I have a book that just came out called *Mad Amos*, which is all western fantasy. It's a series of stories about a mountain man who is a little more than he appears to be. But those stories are all light and fun.

There's more meat to science fiction.

Anthony Duigan: Foster never really cared too much about the difference. But he did have more fun with the "Star Wars" and "Close Encounters."

## FREE ASSOCIATION

We gave Alan Dean Foster a word association test and asked him to fire off the first things that came into his head after each concept.

**Star Wars:** George Lucas. Proof science fiction could make money at the movies.

**Time travel:** H.G. Wells. Great concept. Probably impossible.

**Asimov:** Robots. A wonderful man who lived to write.

**Aliens:** Some of my favorite people.

**The Future:** I wish I could live another 500 years to see what it could bring.

**Star Trek:** Tired. Important in its day; has become a weight around its own shoulders.

**Bradbury:** A 14-year-old with the soul of a poet.

**Space:** Nice place to visit but I wouldn't want to live there.

**War of the Worlds:** A great *Classics Illustrated* comic. I never read the book, but it was a great comic.

**Artificial Intelligence:** I'd like a non-human friend, whether it's an alien or a machine. I'd prefer an alien, but I'd settle for a machine that can talk back to me. Maybe I can speak with someone who can speak reasonably. —ADC







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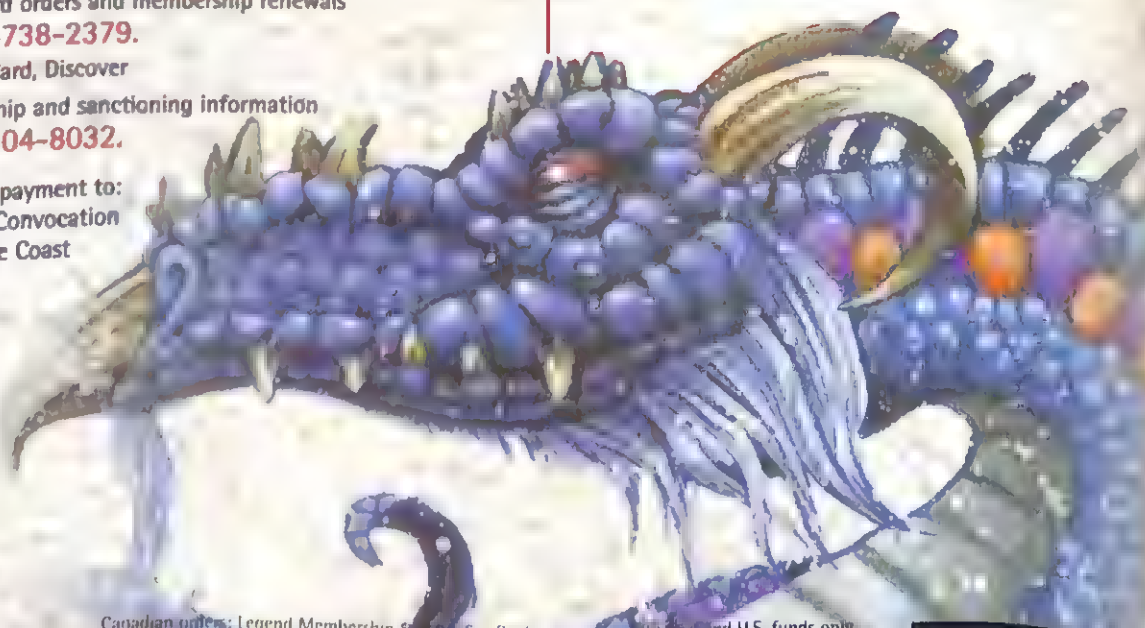
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# BASIC training

## SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS by david williams

*Legend of the Five Rings* is a game of strategy, skill and honor. The Emperor lies dying and it's your job to win the throne for your clan. We'll start by talking about the strategy involved, then branch off into how a deck is constructed with nothing more than the common cards you already have. Gather your clan and read on!

### Strategy

**Fiefs:** In the first few turns of any game, you'll want to focus on your fief. Bringing new gold-producing holdings into play is always more important than bringing in personalities. Holdings will give you the gold you need to bring in other cards. If a personality is your first turn's "purchase," then you'll be one turn behind your opponent in your gold production.

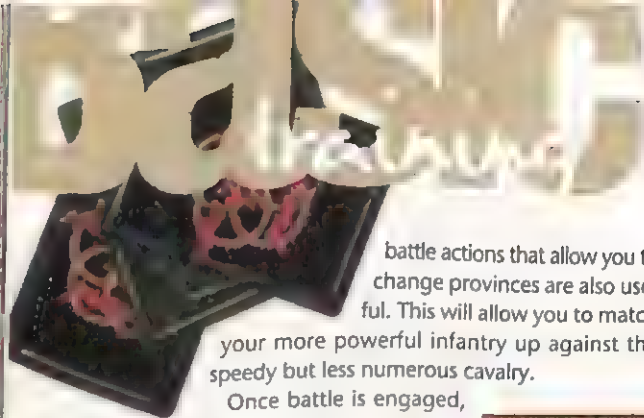
**Dynasties:** You want to go through your dynasty deck quickly. It may be painful to discard a personality like Ogre Bushi or your Clan Champion, but if you don't have the money or honor necessary to bring him into play, he's simply filling a province that might provide a better card. The provinces give you the ability to draw up to four cards a turn from your dynasty deck. If your opponent is putting two, three or four dynasty cards into play per turn, you won't survive very long by bringing out one card per turn.

Once you have a few holdings in play, hire some personalities and look for combat. It's important to attach followers to your personalities, since they provide a buffer against ranged attacks as well as the sheer numbers that are often the keys to victory.

**Battles:** When you enter battle, you need to realize that it can be won or lost in several different places. Before the battle begins, cavalry units can use their speed to attack an undefended province. To defend against cavalry, your own cavalry is best, but

### LEGENED OF THE FIVE RINGS

PUBLISHER Alderac Entertainment  
DESIGNERS David Williams, Ryan S.  
Dancey, Matt Wilson,  
Matt Staroscik, John  
Wick and John Zinser  
GENRE Feudal Japanese Fantasy  
SET SIZE 300 cards  
PACKAGING 60-card starter decks;  
15-card booster packs  
SUGGESTED RETAIL \$7.95 per starter;  
\$1.95 per booster



battle actions that allow you to change provinces are also useful. This will allow you to match your more powerful infantry up against the speedy but less numerous cavalry.

Once battle is engaged, it's time for the first battle action. Since the defender always goes first, this advantage can be used to win the battle a great deal of the time. This is the best time to play a terrain card, because your opponent can't play one while yours is in play. It's also a good time to use ranged attacks or Fear. Since this action is before your opponent can add bonuses to his personalities or followers, your ranged attack can kill them before they get too big. Also, if both sides have archers, letting loose your arrows first will make sure he can't release his.

When you're being attacked by a large army, it's probably not to your advantage to throw your units in front of the province if you know they'll be killed. Even if the province is saved from destruction, you won't be able to defend your other provinces. Your best bet is to combine your defenders to win one battle rather than split them up. You might have fewer provinces, but you'll have enough troops to keep the remaining ones around. Also, if you do win the battle, you'll have reduced your opponent's number of troops.

After the defender's made the first move, plenty of tactics can still affect the battle's outcome. For instance, play Deadly Ground if you're ahead on force so no new battle actions can be played.

Two things to remember: Your opponent can't do anything until you resolve your action. And *when* you play a card or action is as important as *what* you play.

**Duels:** Duels are another good way to gain honor and eliminate the deadlier personalities in your opponent's family. Never challenge a personality with a higher chi than your own, since they can strike immediately and win. Remember, you can



## Legend of the Five Rings Card Dissection

- A. Force:** How big and bad your personality is.
- B. Character Name:** The name of your personality. In Rokugan, like Japan, the family name comes first.
- C. Chi:** The personality's power and strength. Used for duels against other personalities and by the shugenja for casting spells.
- D. Minimum Family Honor:** Your personality won't work for any family with less honor than this.
- E. Gold Cost:** How much a personality's services will cost.
- F. Personal Honor:** The honor rating of your personality.
- G. Text:** Gives clan affiliation (if the personality is a samurai or a shugenja) and tells what special abilities the personality possesses.



increase your personality's chi by adding the focus value of cards you discard from your hand.

If you can create two duels in a battle, try using low focus values in the first duel and saving your big numbers for the second, more important foe. If you're going to be challenging your opponent to duels, you should have some cards that penalize dishonored personalities. If their personalities refuse the duels, then you can bring shame upon their family or they may even commit *seppuku* in a fit of despair.

**Honor:** The imperial favor is a big benefit for the most honorable player. You can get the favor unopposed when you have more honor than your opponent, so you should do it whenever you can afford to. Even if you use the favor simply to draw an extra card from your fate deck, this can be very beneficial.

The ability to prevent honor loss or restore a personality's honor are important and occasionally very valuable. The best use of the favor is to remove a unit from a battle. This can be used to win close battles by removing a single big unit from combat or saving a unit that's about to be destroyed. Finally, the favor is very useful in protecting your provinces from destruction. By removing the attacker's largest unit, they may not have enough force to destroy the province.

**Diplomacy:** In a multiplayer game, diplomacy with the other players is as important as the cards you play. In a two-player game, overwhelming force is a viable strategy, but in a multiplayer game you anger the entire empire—the other players—your family is destined to be short-lived. The first player to race toward political victory (40 points of honor) is likely to be attacked by one, if not all, of the other players. On the other hand, it's very difficult to destroy all the provinces in the game, so political victory is common in multiplayer games.

## Deck Construction

Your first decision in constructing a deck is which clan to play. This is going to be the biggest decision you make, so a few comments on each clan are in order:

- **Crab:** Lots of defense and force but little honor, chi or magic. This clan fits best with quick strike or defensive decks.
- **Crane:** Honor—and to a certain extent gold—is the focus of a Crane deck. It isn't good at combat but is formidable in a multiplayer game or for a fast honor victory.
- **Dragon:** Dragon does everything fairly well. It is probably the best of the clans at dueling but not particularly great at amassing honor.

# the

## Thundering Hooves

Thundering Hooves has one objective: Use the speed advantage of cavalry to destroy one or two undefended provinces early. Once you've done that, be patient until you've built an overwhelming advantage, then send the thundering hooves down to crush your opponent.

- Stables, Jade Works and Small Farms are basic gold-producing holdings.

- The Sanctified Temples are included in case your honor slips below zero and you need to bring out some personalities that require honor.

- The Master Smith and Retired General add force to your faster but less-powerful cavalry.

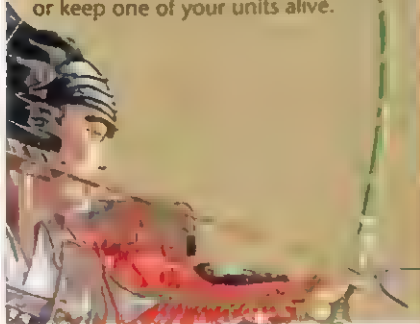
- Oni no Tsuburu is wonderful early in the game, since he gets a six-force bonus when attacking an undefended province. If he's facing a single personality, the Shuriken of Serpents can almost assure him a clear path.

- Reserve assassins for use against cavalry personalities that could slow you down.

- Explosives and Breach of Etiquette slow down decks that try to race to 40 honor.

- Rallying Cry will bring an army home unbowed, ready to defend against a counterattack.

- Block Supply Lines can bow your opponent's largest unit and send it home or keep one of your units alive.



- **Lion:** The Lion clan has some of the best attacking personalities, and the house ability adds to this. Lion is strong in honor, so both victory conditions are represented. However, Lion is weak in magic and has little money with which to begin.
- **Phoenix:** Phoenix tends to start slowly, and you will need some samurai to support the shugenja, but when their magic is released the game is probably over.

## Clan

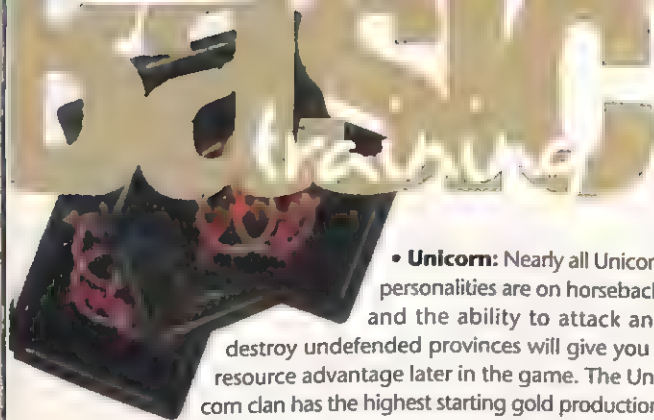
Unicorn

## Dynasty Cards

- 1 Chrysanthemum Festival
- 2 Diamond Mines
- 1 Glimpse of the Unicorn
- 1 Inheritance
- 1 Iuchi Daiyu
- 3 Jade Works
- 1 Master Smith
- 3 Matsu Agetokis
- 1 Moat
- 3 Moritos
- 1 Ogre Bushi
- 1 Oni no Tsuburu
- 1 Oracle of Earth
- 3 Otaku Kamokos
- 1 Retired General
- 3 Sanctified Temples
- 2 Sanzos
- 2 Shinjo Hanaris
- 3 Shinjo Yasamuras
- 1 Shinjo Yokatsu
- 3 Small Farms
- 3 Stables

## Fate Cards

- 1 Ancestral Sword of Unicorn
- 1 Barbarian Mercenaries
- 2 Block Supply Lines
- 2 Bountiful Harvests
- 2 Breaches of Etiquette
- 1 Cavalry Archers
- 3 Charges
- 1 Explosives
- 2 Frenzies
- 2 Geisha Assassins
- 1 Hawk Riders
- 2 Heavy Cavalries
- 2 Kolat Assassins
- 1 Light Cavalry
- 3 Medium Cavalries
- 2 Rallying Cries
- 1 Ring of Earth
- 1 Ring of the Void
- 1 Shuriken of Serpents
- 2 Superior Tactics
- 3 Wyrm Riders



• **Unicorn:** Nearly all Unicorn personalities are on horseback, and the ability to attack and destroy undefended provinces will give you a resource advantage later in the game. The Unicorn clan has the highest starting gold production, which makes up for mediocre magical ability and low honor.

Design your clan's deck in two parts: your dynasty deck and your fate deck. The former should be the focus of your attention.

The first thing to look at is the ratio of cards. Having the same number of personalities and holdings is a good mix for the dynasty deck. You don't want to have more than 15 to 20 percent of your dynasty deck made up of event cards. Events are wonderful, but they don't add to your fief's resources.

In a 40-card dynasty deck, a good design would be four events, 18 personalities, 16 gold-producing holdings and two holdings that produce special abilities.

You'll want to have some of the holdings specific to your clan, but that only makes up a few of your cards. Make sure that your stronghold can bring in most of your holdings. You'll want to get a gold-producing holding out on the first turn, and you'll need about 40 percent of your dynasty deck to be gold producers for that to be likely. If you don't get a gold producer out on the first turn, consider discarding all four cards from your provinces.

If you plan on winning via honor, you'll want a handful of honor-producing holdings in your deck as well—about 10 to 25 percent of your dynasty deck. Of course, this depends on how quickly you're trying to gain honor and how many of your honor-producing holdings can give you gold.

Choose personalities based on what you're trying to do. Decide early if you want to use magic and how often. The shugenja are the only personalities that can do magic, but they are useless in battles (except for their spells, of course). You need to decide if force is more important than chi (battles vs. duels) and whether you want to save some gold on personalities with higher honor requirements.

Make sure that some of your personalities have low or no honor requirements because an unfortunate honor loss could make it difficult to bring in enough personalities to protect yourself.

## Mastering Legend of the Five Rings

Learning *Legend of the Five Rings* is not difficult, but mastering it is another thing entirely. Those looking for more advanced tips should begin by reading the two books that were primary source material and inspirations for the game: *The Art of War* by Sun Tzu and *The Books of Five Rings* by Miyamoto Masashi. They were invaluable in creating *Legend of the Five Rings* and are a must for the player who wants to be a master.

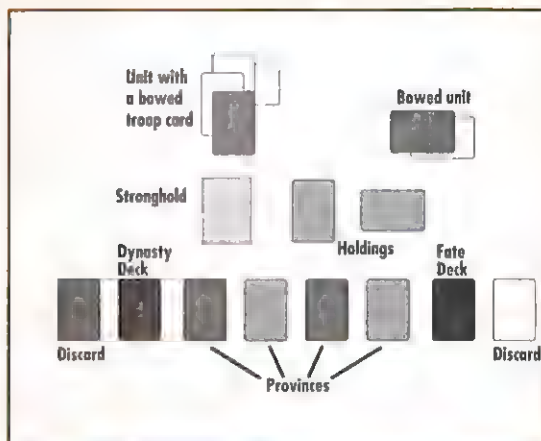
*Legend of the Five Rings* designer David Williams was born and raised in Syracuse, N.Y., by his loving parents, but the incessant rain kept him inside too often and games were the only thing to do. He recently turned away from a lucrative career in engineering to be poor and happy playing games.



## The Card to Get

### School of Wizardry

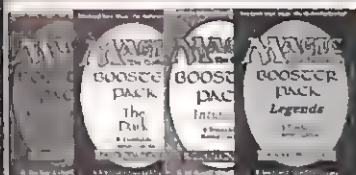
This is a terribly popular card because it allows a player to bring human shugenja—elemental wizards—into play for free. As my great uncle once told me, "Free is a very good price."



## The Playing Field

- A. Personality Cards:** The characters who do your fighting.
- B. Units:** The cards attached to your personality.
- C. Stronghold:** Your clan's home. It's the card shown on the back of the box.
- D. Holdings:** The cards that tell you how rich you are.
- E. Provinces:** Your lands. You want to keep these around at all costs.
- F. Dynasty Deck:** Where your personalities, provinces and holding cards come from.
- G. Fate Deck:** Cards that support your personalities.
- H. Dynasty Discard Pile:** This one ain't too hard to figure out. Yep, it's where you discard your dynasty cards.
- I. Fate Discard Pile:** C'mon, think about it.





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# CONTEST

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And we thought you'd like to get some considerable loot connected with this exciting set. So we were right, huh? Okay. To do so, you won't even need to match wits with Agburanar or steal artifacts from Scatha while he lies sleeping.



CAPTAIN, WE'RE  
BEING ATTACKED  
BY A FLYING  
DRAGON. WHAT  
DO WE DO?

ARRR...IT CAN  
KISS MY ARSE!  
WE GOT TO FIND  
US THE EYE!

BYE, CAPTAIN!



You can win just by looking around this issue of *InQuest*. On pages other than these two, you'll find three images of the Eye of Sauron (the famous—and disturbing—*Middle-earth* icon) that look just like the one below. But what pages are they on? Fill out the coupon below and tell us. A random drawing from among all entries that discover the eyes will determine who gets lots of cool prizes like these:

## Cool Prizes

**Grand Prize (1):** One lucky winner will get a specially recreated framed version of "Thrór's Map" (complete with moon letters), signed and numbered by artist Audrey Corman! Only three of these exist, and the *InQuest* contest winner will get #1!

The grand prize winner will also get a *Middle-earth: The Dragons* Limited Edition complete set (all 180 cards), two display boxes of *Middle-earth: The Dragons* Limited Edition booster packs, a rare press sheet from the *Middle-earth: The Dragons* Limited Edition set, four *Middle-earth: The Wizards* Limited Edition starter decks, eight *Middle-earth: The Wizards* Limited Edition booster packs, three each of all existing promo cards for *Middle-earth* (including *The Wizards* Limited and Unlimited and *The Dragons*), and a "Thrór's Map" card (from the *Middle-earth: The Dragons* set) autographed by Audrey Corman! Whew!



**Second Prize (3):** Each of the three lucky winners will get a display box of *Middle-earth: The Dragons* Limited Edition booster packs, four *Middle-earth: The Wizards* Unlimited starter decks, eight *Middle-earth: The Wizards* Unlimited booster packs, one each of all those *Middle-earth* promo cards, and that wacky "Thrór's Map" card autographed by Audrey Corman.

**Third Prize (20):** Each of 20 winners gets 10 *Middle-earth: The Dragons* boosters, two *Middle-earth: The Wizards* Unlimited Ed. starter decks, four *Middle-earth: The Wizards* Unlimited Ed. boosters, one each of all those *Middle-earth* promo cards, and our ol' friend, the autographed "Thrór's Map" card.

**Zonk! (1):** One—ahem!—lucky randomly drawn winner will get a silly, tacky, cheesy, stuffed plush dragon doll. Enjoy.

This month's contest is sponsored by Iron Crown Enterprises, tammers of dragons.



The three eyes you gotta find look like this, and do not have a black border! They're just stand-alone eyes!



## Legal Loot

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Iron Crown Enterprises and their immediate families or that pee-pee head Smaug. He's got enough treasure already. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your answer. Enter as many times as you like. Mail each entry separately to: Find the Dragons, Win the Treasure! Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Can you guess what I've got in my pocket? **All entries must be received at contest headquarters by July 31, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing from among all properly completed entries by Wizard Press. Drawing will take place on August 15, 1996.

For a list of winners, available after August 15, 1996, send a self-addressed stamped envelope to: Find the Dragons, Win the Treasure! Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Fill this sucker out, put it in an envelope and send it to:

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Deadline is **July 31, 1996**

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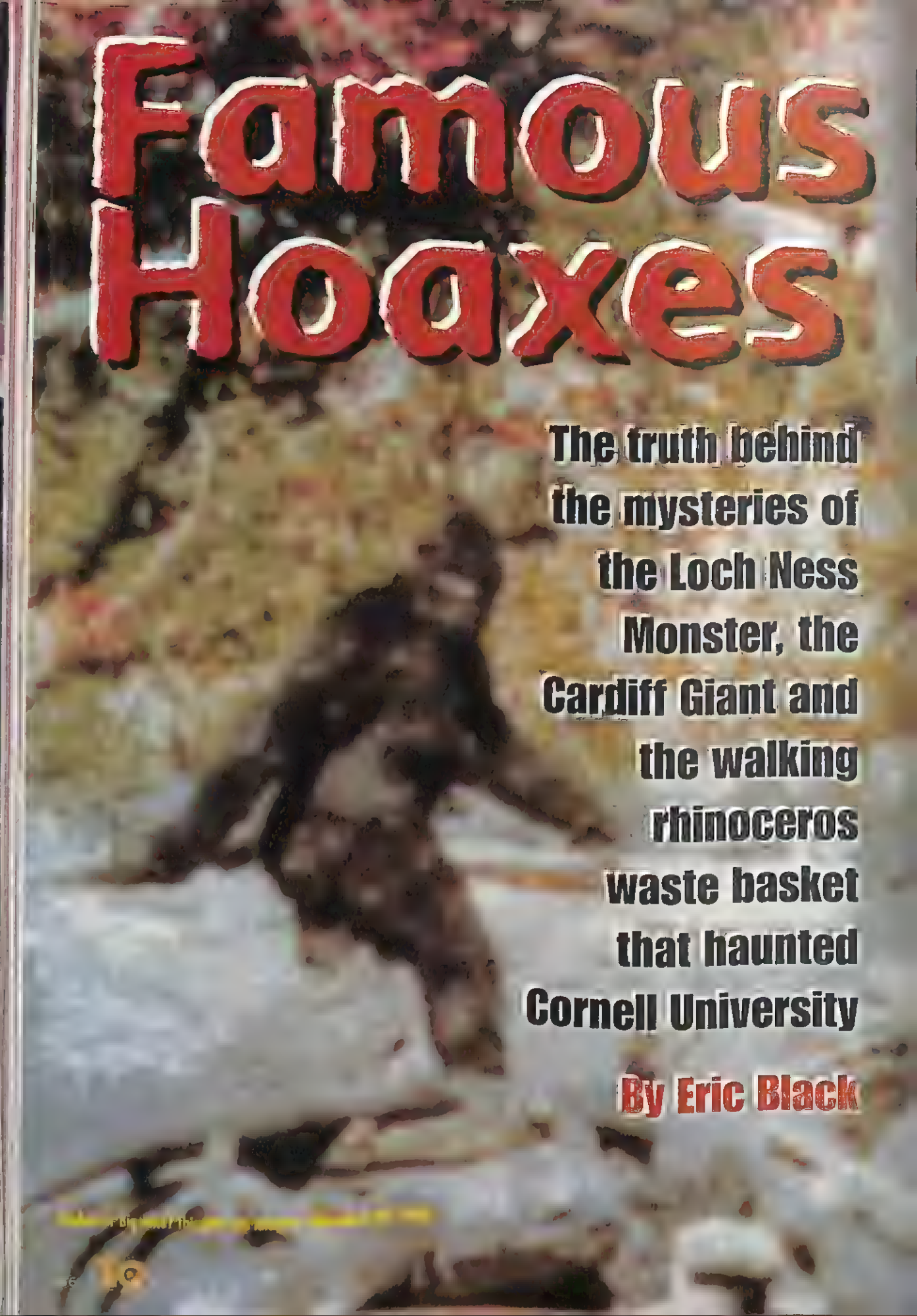
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Page numbers *Middle-earth* eyes found on: \_\_\_\_\_

# Famous Hoaxes



The truth behind  
the mysteries of  
the Loch Ness  
Monster, the  
Cardiff Giant and  
the walking  
rhinoceros  
waste basket  
that haunted  
Cornell University

By Eric Black



## One of the greatest fantasy creatures of all time is one you've probably never heard of: the Egress.

The great circus promoter P.T. Barnum created this monstrosity one St. Patrick's Day nearly 150 years ago. Barnum was renowned for his freakish sideshow exhibits, so when he added a new attraction to his exhibition hall that day, a buzz went through the milling crowds. Amid the various displays of two-headed sheep and fossilized mermaids, Barnum had hung a mysterious-looking curtain next to one of the walls. A sign above read, "This Way to the Egress."

Eager to see what hideous mistake of nature an Egress might be—some mad cross between an eagle and a tigress?—people lined up and started filing through the curtain...only to find themselves deposited in a barren alley behind the hall. As promised, they had been shown the egress—it means "exit"—and to rejoin their families inside they would have to cough up another admission fee.

For hundreds of years, and for probably much longer than that, the public has proven notoriously willing to believe the most preposterous claims of ghosts, sea serpents, aliens and other supernatural phenomena. All you really need to start a hoax is a good piece of fake evidence and a well-executed PR campaign. Heck, you don't even need the fake evidence.

Don't believe me? Well, welcome to the mysterious world of...the Egress.

Cue "National Geographic" theme.

## The Yeti, Bigfoot and Sasquatch

Nothing seems to bring out the public's gullibility quite like hairy apemen running around in a forest. People, in fact, are much pickier about details in movies than they are about reality. All it takes to ruin believability in a movie is one shot of, say, a giant zipper running down Chewbacca's back. But whenever some redneck gets liquored up and goes stomping around the woods with a big wooden foot, half the country goes on Sasquatch alert.

In North America, Bigfoot and Sasquatch sightings date as far back as 1840, while in Tibet and Nepal, Yeti sightings go back hundreds of years. Believers

claim these enormous hairy bipeds are "missing links"—primate creatures somewhere between apes and humans—that have survived in tiny isolated colonies since whenever they first evolved. While this may well be true, a lot of the evidence that's been turned up is, well, about as genuine as aerosol cheese.

Yeti scalps purchased at great expense and smuggled out of Nepal have proved to be ordinary goat skin, a yeti hand found on display in a monastery turned out to be a snow leopard's paw, and a famous photo of a yeti taken in 1986 was later shown to be a photo of a rock. How anyone could mistake a rock for a Yeti is unclear. But then again, people used to think Billy Joel was good, so go figure.

Meanwhile a little closer to home, in 1982, Washington state park ranger Rant Mullens admitted that ever since he started working in forestry in 1928, he had been planting fake Bigfoot evidence. Mullens had carved a pair of big feet out of wood and would walk around leaving tracks near Mount St. Helen's. Hikers got so excited about finding Bigfoot trails, he decided to enlist some accomplices. Together, using about six pairs of wooden feet, they spread tracks across the Pacific Northwest. Somehow, you just knew a guy named Rant would be behind the whole thing.

Speaking of fake tracks, students at Cornell University awoke one morning in the '20s to find a strange creature had roamed around the Ithaca, N.Y., campus the night before, leaving a trail in the fresh snowfall. The science department came out and examined the footprints, which they announced were from a rhinoceros. The trail led to nearby Beebe Lake, where it ended abruptly at the edge of a large hole in the ice. The professors decided that somehow a rhino had gotten loose and ran across campus, only to fall in the frozen lake, where presumably it drowned.

Since Beebe Lake was Cornell's water source, students immediately began reporting a distinctive rhino taste in the drinking water. Concerns for public health were raised and some of the students started to get hysterical, but the matter was soon resolved. Student Hugh Troy admitted to faking the whole thing with a wastepaper basket shaped like a rhino foot.

Reports of rhino flavor in the water dropped off sharply.

## The Loch Ness Monster

Like Bigfoot, the Loch Ness Monster is frightening not so much because of its

alleged size and sheer physical power but because it's just so '70s. CB radio, Billy Beer, sideburns, the Loch Ness Monster...they all kind of run together in a syrupy haze that leaves a bad taste in your mouth, like Tang mixed with Count Chocula.

Anyway, Nessie believers claim that 10,000 years ago when Scotland's Loch Ness was still part of the sea, something big swam in there and got stuck. Maybe it was a plesiosaur, maybe it was a zeuglodon, maybe it was a big fat slug. Whatever it was, it survived and had a little family and now it spends all day posing for grainy photographs while cleverly avoiding radar detection. As with Bigfoot, Nessie may really exist, but she's not doing much about discouraging hoaxes.

In 1933, the British press started receiving reports that a flippered beast with a snake-like head had been spotted in Loch Ness. Reporters sent to investigate made no direct sightings, but when they found a trail of unusual prints along the shore, they declared the creature was real. But when the British Museum examined the prints, they found they had been made with an umbrella stand shaped like a hippopotamus foot.

More recently, in 1975, naturalist Sir Peter Scott held a press conference where he presented "conclusive" evidence of Nessie's existence: Three photos that he claimed were genuine pictures of a pointy-finned Ness creature he named *Nessiteras rhombopteryx*. The press was less convinced than Scott, and when somebody figured out that *Nessiteras rhombopteryx* was an anagram of "Monster hoax by Sir Peter S," the whole thing fell apart.

Loch Ness is not the only lake in the world to sport such monsters (or such absence of monsters, as the case may be). Perry, N.Y., was terrorized in the summer of 1855 by a hideous serpent lurking in nearby Silver Lake. The town formed armed patrols to defend against the creature, while tourists came from around the country, hoping to catch a glimpse of it.

Finally the beast's reign of terror ended when flames broke out at one of the local hotels and firemen discovered a canvas sea serpent hidden in the attic. The hotel owner had created a fake scare in order to attract visitors to his hotel. (And you thought that only happened on "Scooby Doo"! Today, Perry celebrates a Sea Serpent Festival each year. So there.

## Ghosts

Sea serpents weren't the only slimy mon-



could make the spirit of a parent's deceased baby actually materialize in real human flesh. Ross would stand in a curtained cubicle in a darkened room while the parents sat nearby. As Ross called to the baby, suddenly the child's face would appear in front of the curtain. The parents were welcome to touch and kiss the spirit, and those who did remarked on how warm it seemed. Ross continued this for years until finally, in 1887, a newspaper revealed that she was painting baby faces on her breasts and poking them through the curtain.

## The Cardiff Giant

Another traditional arena for fakery is the carnival sideshow. It's not enough that we have to shell out four bucks for a runny corn dog only to lose it on the Tilt-a-Whirl, we also have to pony up to find out that Nature's Cruellest Mistake is really just some thumbless tailor from Cleveland wearing a prosthetic head. Oh well—you live, you learn.

One of the most famous sideshow hoaxes in history was the Cardiff Giant, which successfully fooled most of the American public. In 1871, New York cigar manufacturer George Hull had a midlife crisis. Worried that all his life amounted to was a big pile of cigars, he set out to find a way to startle the world and make a name for himself. Thus, the Cardiff Giant was born.

Hull hired an artist and a mason to cut a 12-foot-long, 5-ton block of gypsum into the shape of a naked giant and then artificially "age" it with acid. When they were finished, he shipped the sculpture to Cardiff, N.Y., where he buried it in a field belonging to his cousin.

After a few months, Hull badgered his cousin into digging a well and sure enough, the construction team unearthed what appeared to be the fossilized remains of an ancient giant. Hull set up a tent around the dig and began charging admission. Scientists examined the body, and while many of them concluded it was a fake, two professors from Yale pronounced it authentic. Word of the amazing find quickly spread across the world.

Thousands upon thousands of people came to see the giant, one of whom was P.T. Barnum. Barnum watched as Hull raked in \$3,000 worth of admission fees in under five hours. He immediately offered to rent the giant for \$60,000, but Hull refused.

So Barnum built his own Cardiff Giant and started displaying it in Brooklyn. Hull sued Barnum, but newspaper reporters had already tracked down Hull's gypsum purchase and followed the trail to the mason. Confronted by the reporters, the mason confessed his part in the hoax, which in turn prompted Hull to confess. Without missing

sters crawling around in the 1800s; ghosts were popular too. In fact, spiritualism was big business in the 19th century. If you could convince people you had a gift for contacting the spirit world, you were pretty much set for life. The wealthy were only too happy to hand over large sums of cash for the privilege of communing with their deceased relatives in séances. This begs the question "Why?" After all, isn't Aunt Gladys' spirit just going to talk about her gall bladder operation over and over, the same way she did when she was alive?

Anyway, whether or not there's a spirit world, there were certainly plenty of people willing to capitalize on it. American medium Daniel Home, for instance, managed to amass a fortune based entirely on ordinary sleight of hand techniques. Spectacular events were common during Home's séances: The table would mysteriously rise and spectral hands would appear, caressing Home's trance-wracked face. In fact, Home had learned how to acrobatically balance a table on his knees and lift it without showing any sign of effort, and he would smear his own hands with olive oil and phosphorus to create the "spectral hands" effect.

People were ready to pay Home handsomely for his services, but he knew that if anyone ever caught him he could be arrested

for fraud, so he never actually asked for money. Instead, he set out a bowl and let people make whatever "love offerings" they saw fit. Social propriety being what it was, Home collected anywhere from \$500 to \$1,000 worth of "love offerings" a night.

Home did come close to getting caught once. While conducting a séance with the British poets Robert and Elizabeth Barrett Browning, Home managed to conjure up the face of a little boy who claimed to be their deceased son. The spirit encouraged the poets to keep writing.

The next day, Home learned that while the Brownings had in fact lost a child, it was due to a miscarriage. The baby had never been born, much less become a young boy. At Home's next séance, the ghost of the Browning child returned and explained that he had grown into a boy during his time in the afterlife. Suddenly, someone at the table reached over and grabbed the spirit, only to discover he was now holding Home's foot painted with the face of a little boy. Home quickly snatched his foot away and went on as if nothing had happened. Somehow, his reputation was never hurt by this.

Perhaps inspired by Home's brazen techniques, Boston medium Hannah Ross began offering her distinctive services to grieving parents in the 1880s. During a séance, she

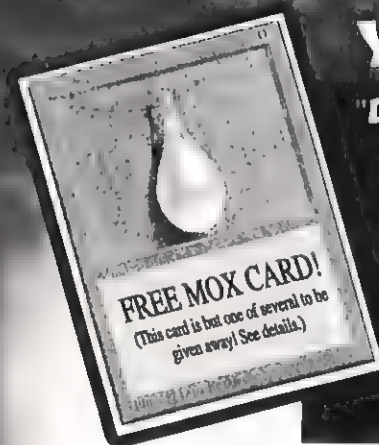


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a beat, Bamum began advertising his copy of the giant as an "authentic fake" and continued making money off of it. If you're curious what all the fuss was about, the original is still on display in Cooperstown, N.Y.

## The Mostest vs. The Ghostest

Of course, we all know the truly compelling question about mysterious beings such as the Yeti, lake monsters and ectoplasmic spirits. The issue that deserves every available research dollar we as a people can muster is not whether these creatures are real or fake or what insights we stand to gain by learning from their ways but rather which creature could beat the pants off the other in a fight.

Nessie may have the advantage of sheer physical size—all she has to do is roll around and she could squash Sasquatch, Bigfoot and their entire extended family—but does that do any good against the intangible ghost of the Brownings' lost child?

The only way to know for sure is a pay-per-view special. We could advertise it as the Texas Death Match. Better yet, we could make it a sequel to the First Annual *InQuest* Invitational Tournament (see "Contest of Champions" on page 36). Yeah, that's the ticket!

My money's on the Egress.

[illegible]

### An English crop circle in 1991

# REAL WEIRDNESS

Of course, people who use the world's most  
of forensic doctoring, phony photos  
and manufacturing bogus evidence  
doesn't mean there isn't a lot of gen-  
— and nothing on, but there  
are a few phenomena with which  
science has yet to reckon.

**hitting her** in 1976, Dominick Baccalini, 36, of New York, came in March. She was 20, a NYU senior, when a 70-pound male student tried to fondle her in the back of a 1964 Ford. A drunk smashed into the driver's floorboard. Plant in Wood County, Ill., the case from Illinois falls into the category of "open" plants, says the FBI, the possibility of a conviction being excluded. Open to the public, the FBI's March 1982 report on the rape of a 17-year-old Illinois girl was "open" because the rape was made up of "open" and "closed" elements, says

1. The first step is to identify the problem. This involves understanding the current situation and the goals that need to be achieved.

**Grop Grodes**, Chicago, delivered at a gathering of the International Brotherhood of Teachers at Washington, D.C., October 1960.

# Really Big Squid

2.  $\frac{1}{2} \log 2$



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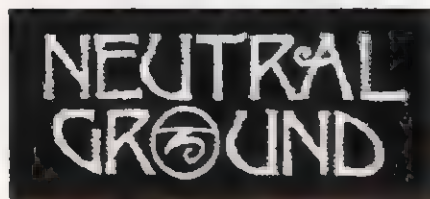
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# THE CONQUEST OF MIDDLE-EARTH





# A Middle-earth: The Wizards game variant of warfare and diplomacy

By Jeff Hannes

**T**he third age of Middle-earth was marked by many great events, the most noteworthy of which was the destruction of Sauron's ruling ring. However, what if the Istari—the five wizards—had never come to Middle-earth? What if Bilbo had never found the One Ring in the caves of Goblin-Gate?

Without the likes of Gandalf and Saruman roaming around, the third age of Middle-earth would have had a very different ending. Without any knowledge of the ring, the free people wouldn't have been so quick to unite against Sauron. They would have continued to fight amongst themselves, until one ruler stood strong...

## Overview

In this four- to five-player variant for *Middle-earth: The Wizards*, you assume the role of one of the great generals and leaders of Middle-earth. The various races of the land are at war with one another, and only the strongest will survive. As a general, you control a great army. But one army won't be enough to claim ultimate rule of Middle-earth—you will need the help of the land's many neutral factions.

You can take one of five roles: Aragorn, leader of the Dúnedain Rangers of the North; Thranduil, master of the woodland Elves; Théoden, king of the Mark and sovereign of the Riders of Rohan; Imrahil, prince of the South and leader of the Knights of Dol Amroth; or Thorin, king under the mountain and ruler of the Dwarves.

In this variant the 29 faction cards represent armies that can move through the regions of Middle-earth. The object is to eliminate your opponents by taking control of their home regions with your armies and then taking over their home sites.

## Setup

The seating and play order is as follows: Riders of Rohan, Knights of Dol

Amroth, Rangers of the North, Wood-Elves and Blue Mountain Dwarves. (If only four people are playing, leave out the Dwarves.) Your best bet is to use some sort of prop—say, a gauntlet or dagger—to designate whose turn it is.

During the game, feel free to pass notes to other players, or even to huddle in a corner of the room for secret negotiations. Alliances can tip the balance of power in your favor—but beware that your compatriots may not be as honorable as you!

Each player starts with the following cards in play: the army's main faction, the army's general, the army's home site and up to 12 mind's worth of characters. (The "Starting Cards" sidebar gives the opening elements for each army.) No player may use another player's starting character or army in his deck.

To determine the starting characters besides the generals, have a randomly chosen player play one card from the pool of characters in his deck, then continue around the table in order until no one wishes to put out any more characters. Duplicates are not allowed, and you cannot have more than five characters, including your general. Your general's mind score *never* counts against your general influence.

Each player may start with one minor item, except the Horn of Anor. This is in addition to the items Théoden, Imrahil and Thranduil automatically get (see "Starting Cards").

Each play deck must consist of an equal number of hazards and resources, with at least 25 of each and no more than 10 characters. Only one Dwarven Ring may be used in each deck. None of the cards listed in the "Banned Cards" sidebar may be used in this variant. It's easier but not necessary if you have all 69 sites available in a location deck and if each player has at least one copy of each region.

## Rules

The game begins much like a standard multiplayer game, with players moving companies of characters around the map to pick up items, recruit allies and factions, and handle other business. However, there are several fundamental changes to the rules. Except for army movement, which isn't allowed for the first five turns, all these rules remain in effect throughout the game:

- All companies must move using region-movement rules.
- Companies can only move three regions per turn (instead of the normal four).
- Characters can be brought into play only at their home site and only if one of your characters is already at that site. (You needn't use direct influence to bring characters into play.)
- The home site of all Blue Mountain Dwarf characters is considered to be the Lonely Mountain.
- Your characters may not enter or pass through the home region of another player unless they're traveling with an army (more on that in the next section).
- Any time a faction is brought into play, it remains in the region where it was brought into play, which is considered its home region. Armies can move after the first five turns are done.
- No companies may enter or pass through any region occupied by an opponent's army (whether it's that army's starting region or not).
- You may not make any influence checks against your opponent's factions.
- Your general needn't roll on an attempt to influence a faction—it's considered automatically successful. However, you must still tap your general to bring the faction into play.
- There is no corruption in this variant. It's never necessary to roll for corruption checks. However, no character may have more than six corruption points' worth of items at one time.
- Your home site counts as a haven.

for your characters for all purposes, including healing, playing hazards and storing items. It counts as a normal site for any other player's characters. Edhellond, the Grey Havens, Lorien and Rivendell still count as neutral havens that can be utilized by any player.

- Each player's hand size is 10. Cards like Book of Mazarbul may be used to increase hand size.

- No player ever draws cards for a company's movement. Instead, at the end of the communal turn, once all players have finished their turns, each player may discard up to three cards. All players then replenish their hand to 10 cards.

## Turns

Certain aspects of the turn are taken simultaneously. For example, everyone takes their untap and organization phase at the same time. Play continues when everyone has played a site card for each of their moving companies. Company movement is then resolved one at a time. On the first turn, the Riders of Rohan go first; on the second, the Knights of Dol Amroth go first; and so on.

Before any hazards are played, all players must reveal their site cards. Hazard limits for companies are determined as they normally would be. The player to the left of the player who is moving has the first option to play hazards. He may play as few or as many as he wishes up to the hazard limit. If when he finishes there are any hazards left on the limit, the option passes to the next player. This continues until the limit has been reached or all players have had the chance to play hazards.

Once the acting player has dealt with hazards for each of his companies, move on to the next player. When everyone is done with movement, go around the table again, this time having each player take his site

phase. When everyone is done, each player may discard up to three cards and then draw back up to 10.

Aragorn controls the Rangers of the North. He has three free direct influence and a +2 bonus against the

**“ In this variant, you assume the role of one of the great generals of Middle-earth. The various races of the land are at war, and only the strongest will survive. ”**

Play continues in this manner for five turns. At the start of the sixth turn, the war begins!

The war is signified by several new rules. Doors of Night is permanently considered to be in play, and cards like Twilight have no effect on Doors of Night's status. (Gates of Morning is banned from the game.) The most significant change, however, is army movement.

## Armies

The most important element in this variant is the factions, which represent your armies. Each faction has a battle score equal to its marshalling point value plus the number you need to beat to bring it into play. **Example:** The Rangers of the North is worth three MP and you need to beat a nine to bring them into play. Its battle score is 12.

An army can't move unless it's controlled by one of your characters. Any character can control an army, but few will be as effective as your general. When in combat, the character controlling an army adds his unused direct influence, including any specific bonuses he might have to influence the army he controls, to the army's battle score. **Example:**

Rangers of the North. Under his control, the Ranger army's battle score rises five points to 17.

Once the war begins, an army-movement phase is added to each turn. After the organization phase but before players put down site cards for their companies, each player gets to play hazards and then move (and attack!) with each of his armies.

The hazard limit of a company containing an army is three, regardless of the number of characters in the company, and the site path includes the region the army moved from and the region to which it's moving. Hazards are played in the same fashion as they are for regular companies. The player who will be moving his character companies first this turn is the first to face hazards.

There are a few changes for dealing with army attacks. First, only the army is affected by attacks against the company. Characters traveling with an army can never be attacked unless they leave the army to enter a site (more on this below).

If an attack has multiple strikes, the player controlling the defending army must divide his army into sections of at least one each and take each of the strikes separately. The divisions need not be equal. **Example:** The Hillmen army (10 battle score) is attacked by a band of Wolves (three strikes at eight). The player controlling the Hillmen divides the army into sections of three, three and four and then rolls against the Wolves' eight prowess three times, once for each section. (The Hillmen can also be divided into two companies of one and another of eight if their general so desires.)

If a section of the army is wounded

## Starting Cards

| Faction               | General    | Home Site           | Items                 |
|-----------------------|------------|---------------------|-----------------------|
| Riders of Rohan       | Théoden    | Edoras              | Great Shield of Rohan |
| Knights of Dol Amroth | Imrahil    | Dol Amroth          | Horn of Anor          |
| Rangers of the North  | Aragorn    | Bree                | None                  |
| Wood-Elves            | Thranduill | Thranduill's Halls  | Horn of Anor          |
| Blue Mountain Dwarves | Thorin     | The Lonely Mountain | None                  |



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# Banned Cards

## Characters

Alatar  
Gandalf  
Pallando  
Radagast  
Saruman

## Hazards

Balance of Things, The  
Burden of Time, The  
Despair of the Heart  
Greed  
Lure of Creation  
Lure of Expedience  
Lure of Nature  
Lure of Power  
Lure of the Senses  
Muster Disperses  
Precious, The  
Ring's Betrayal, The  
Smaug (in this scenario he's dead)  
Traitor

## Resources

Arkenstone, The  
Army of the Dead  
Bridge  
Cracks of Doom  
Gates of Morning  
Gollum's Fate  
Great-road  
Great-shield of Rohan  
Iron Crown, The  
Narya  
Old Road  
Red Arrow  
Roac the Raven  
Stone of Erech  
All wizard-only spells

by a strike (ties count as wounds), the army takes a hit; use counters or dice to keep track. For every hit on an army, it must subtract one from its battle score. If an army's battle score ever reaches zero, it is eliminated. If an army is in its home region during your organization phase, it heals and removes one hit.

Armies can move to an adjacent province or remain where they are. Each player should take a region card and everyone should flip their cards over simultaneously to show where their armies are going.

Resolving army movement is simple. If an army attempts to move to an empty adjacent province, it gets in. If two armies attempt to move to the same province, they go to war, the winner gets in and the loser stays where it is. If an army tries to move to an occupied province, it goes to war with the opposing force. If the army trying to move into the region completely destroys the occupying army, it moves in; otherwise both fac-

tions stay where they are.

When two armies fight, each player rolls 2d6 (two six-sided dice) and adds the results to his army's battle score. The higher total wins, and the loser takes an amount of hits equal to the difference between the totals. Adjacent armies that haven't moved this turn and aren't involved in a battle can support either the attacking or defending army. Just add the supporting army's total battle score to the army it's helping. All hits are still taken from the main army involved in the battle. You can support another player's army—in fact, it's one of the key strategic aspects of the game. **Example:** Suppose the Knights of Dol Amroth (current battle value 17) attack the Riders of Rohan (18) and the attack is supported by the Wood-Elves (16). The Knights of Dol Amroth player rolls a three, the Riders of Rohan player rolls a seven. (The Wood-Elves player doesn't roll because he's only supporting the attack.) The Knights' total is 36 (17+16+3), while the Riders' total is 25 (18+7). The Riders of Rohan would take 11 hits of damage, reducing its total to seven.

Once all army movement and battling has been resolved, all players should draw back up to 10 cards and then do regular company movement. At this time, players can send characters that have been traveling with an army into a site in the army's region. However, a character that separates from the army is susceptible to attacks keyed to either the region or site he is in.

## Attacking

During your site phase, if you have a character at the same site as another player's character, you may enter the site and, after facing the automatic attack, tap one of your characters to attack another character at the site. Each player rolls 2d6 and adds the result to his character's prowess. The higher total wins; the loser is wounded (roll a body check). If there's a tie,

continue rolling until someone wins.

## Winning the Game

In order to knock another player out of the game, you must do two things. First, you must have an army occupying his home region. Next, you must send one or more characters to take over his home site. If the defending player has any characters at the site, you must wound the toughest defending character (defending player's choice) with one of your characters (per the rules above). If you win the battle, the defending player is eliminated, along with all of his cards. (Once the site's champion is defeated the rest don't feel much like fighting.)

The game ends when there's only one player left or when the last two players decide to share the victory in an alliance, although they better have good reason to do so.

The ultimate fate of Middle-earth is in your hands. Will Aragorn prevail as he did in the "Lord of the Rings," or will Thorin fulfill his promise from *The Hobbit* and restore the Dwarves to their splendor of yore? There's only one way to find out...so grab a few Tolkien fans and show Sauron who the real master of Middle-earth is!

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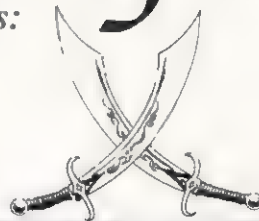
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## JUNE 15, LONG ISLAND

Gray Matter in Long Island (formerly NY Magic) Long Island Marriott, exit M4 off Meadowbrook Pkwy (next to Nassau Coliseum), MTG convention & tournament: **GRAND PRIZE** - \$1,000 CASH or **THE BIG TEN** (5 Moxes, Black Lotus, Time Walk, Timewalker, Ancestral Recall and a Time Vault) over 15 tournaments throughout the day. Huge dealers area. Doors open 9am, \$14 in advance, \$17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail [graymatter@expressways.com](mailto:graymatter@expressways.com).

## JUNE 22, NEW YORK

Gray Matter presents the Northeast Regional Collectible Card Gaming Championships, New Yorker Hotel, 34th Street & 8th Avenue, over 25 different games and tournaments including: **Star Wars**, **Wyvern**, **Middle-earth**, **OverPower**, **Shadowfist**, **WildStorms**, **Galactic Empires**, **Netrunner**, **Vampire: TES**, **Guardians**, **Red Zone**, **On the Edge**, **Star Trek TNG**, **Top of the Order**, **Rage**, and others. **PRIZES** include FREE trips to GenCon, CASH, artist prints, boxes of cards, and more. Meet over a dozen CCG artists in our artists' alley including Quinton Hoover, Anson Maddocks, and Mark Tedin. Over 25 tournaments throughout the day, huge dealers area, doors open 9am, \$10 entry fee. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail [graymatter@expressways.com](mailto:graymatter@expressways.com).

## TEXAS

JUNE 30, HOUSTON

Comic Carnival '96 6th Annual Summer Spectacular Collectible Convention, 9100 Gulf Freeway, take I-45 So. exit College Airport—stay on feeder, 11am-4:30pm, \$5 admission, children 14 and under are free, discount admission tickets available at over 20 Houston comic shops (just ask). Comics and promo items to the first 250 fans. \$15 value. Gamemasters unlimited will be hosting our gaming program and will provide live play demonstrations for: **Mega Chess**, **Miniature War Gaming**, **Warhammer Quest**, **Space Hulk**, **Warhammer 40K**, **Necromunda** and others. 2 BIG **MAGIC** Tournaments—prizes include trophies, wax boxes, rare cards, and more. Registration begins at 10am, seating limited \$15 entry fee. Huge dealers room over 100 tables of comics, Magic and gaming cards, modules, **Star Wars**, **Star Trek**, non-sports and sports, toys, T-shirts, premium and unique items from the past to present. Fun for the whole family! Other activities include free autographs from our guest lineup. A comic and Magic card auction at 3pm. An open gaming area and plenty of dealers to buy from, sell to or trade with! For more information call 713-335-SHOW (7469) 24 hours, for dealer information call DJ @ Carnival Promotions 713-335-0148.



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# Card Stock

## Tracking trends in the card game market

### ALLIANCES: BEST EXPANSION EVER?

*Alliances*, the latest expansion set for *Magic*, hasn't even hit the shelves and it's already making waves. Thanks to several *Alliances* pre-release tournaments, the *Magic* community is already a-buzz with speculation as to what the new cards will do to the game environment.

The most surprising card in the set is the Balduvian Horde. At four mana for a 5/5 creature, the Horde is just as much of a bargain as the Juzam Djinn. The price of the Juzam has been steadily on the rise, but now there's a new bad boy in town, and the Balduvian Horde will be much easier to get a hold of. Watch for the price of the Juzam to drop back into reality.

Wizards of the Coast also introduced "fixed" versions of Timetwister (Diminishing Returns) and Ancestral Recall and Demonic Tutor (Library of Lat-Nam). These new cards should prove to be very popular, but they probably won't hurt the value of their more powerful counterparts.

Millstone decks should keep churning along in popularity, thanks to cards like Helm of Obedience and Ashnod's Cylix. With nasties like the Balduvian Horde, Yavimaya Ants and Surge of Strength (the fixed Berserk), red/green decks may climb back into the limelight.

Despite the addition of another land-kill card (Pillage), land destruction decks will take a serious hit thanks to the cheap and effective Loadstone Bauble. Creatureless decks better watch out as well. If enough people start using Helm of Obedience, the value of cards like The Abyss may take a serious dip.

No one's sure exactly what effect *Alliances* will have on the card market and the play environment, but one thing's sure — it's definitely going to make an impact.

### Netrunner on Fast Track

Initial reports indicate that *Netrunner*, the newest CCG from Wizards of the Coast, is enjoying brisk sales.

"It's a refreshing game," says Avrom Oliver, co-owner of Adventures in Games and Comics in Carmichael, Calif. "It's very clear-cut on how to play the game—the right mixture of being not too complex but not too simple. My customers can play an enjoyable game with the purchase of just one dual starter deck. That's not always the case with other CCGs."

Adds Scott Olman of Pegasus Games in Madison, Wis., "Netrunner is filled with the jargon and

nomenclature associated with the computer age. I know that quite a few gamers are netsurfers, so this CCG ought to be a big seller. The fact that it's a Wizards of the Coast product will automatically generate sales."

*Netrunner* brings a new commonality to the world of CCGs: Add "vital" to common, uncommon and rare labels for cards. In terms of rarity, it appears vital cards fall between uncommons and rares. In the price guide, vitals are valued between \$1 and \$4, while rares range from \$2 to \$12.

### "Special Offers" Explained

On the last page of the *Magic: The Gathering* price guide are six cards under the heading "Special Offers." Nalathni Dragon was a convention and magazine giveaway; the other five cards were available through mail-in offers found in *Magic* paperback books published by HarperPrism. Each novel runs 300 to 400 pages and retails in the \$5 range.

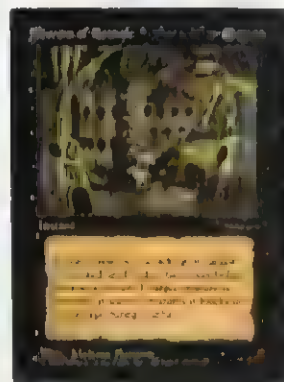
The most popular of the exclusive cards is Mana Crypt, a zero-casting-cost artifact with excellent playability. Most gamers mailing in the coupon found in the *Ashes of the Sun* book received a Mana Crypt card in return. Because of the card's effectiveness and the fact that reportedly only 10,000 were produced, Mana Crypt has become a highly sought-after card, now selling in the \$15 to \$25 range. The remaining "special offer" cards have attracted limited interest and are valued from \$6 to \$10.

### Top 5 Hottest CCGs

- 1. Magic: The Gathering (WotC)**  
High expectations for *Alliances* have created a steady, although not spectacular, stream of preorders.
- 2. Star Wars (Decipher)**  
Interest remains high. It seems "Star Wars" is everywhere—TV, books, comics, action figures, video games.
- 3. Netrunner (WotC)**  
Retailers are reporting excellent sales for the latest release from WotC. It lets you become either a hacker or corporation seeking control in the cybertron.
- 4. Middle-earth: The Wizards (ICE)**  
Certain single cards have escalated in value. Check out this month's *Quest* collection Card Games Price Guide.
- 5. Rage: War of the Amazon (W. Wolf)**  
The third expansion for *Rage*, this supplement pits the Garou against the Wyrm in a battle for the Amazon rainforests.



■ WotC's latest CCG, *Netrunner*, is disappearing faster than Doom shareware.



■ Sewers of Estark, one of those "special offer" *Magic* cards.



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# GUIDELINES

## WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

## CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels important. Without further ado, here are the grades:

**Mint (MT):** Perfectumundo! Beautiful! Sort of a card cross between the Tai Mahal and Gindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor sharp, and all of the original gloss is still there and glistening like good glass should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint (NR-MT):** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent-Mint (EX-MT):** This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

**Excellent (EX):** Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or poorly cut edges. Excellent specimens may have a printer's mark, rough focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

**Very Good (VG):** A card that grades Very Good may have at least one very worn corner, two to three worn corners and BS/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

**Good (GD), Fair (F), Poor (P):** A card that's graded Good isn't really good. Think of it as an okay card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings. Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

### Price Guide Contributors

[illegible]

## About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," which includes local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

## How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

Color boxes to the left of the card name mark the card's color or group.

|   |  |                    |  |  |  |
|---|--|--------------------|--|--|--|
|  |  | <b>price guide</b> |  | <ul style="list-style-type: none"> <li> Dark Heart of the Wood ..... 35 ..... 75</li> <li> Dark Sphere ..... 3.50 ..... 5.00</li> <li> Deep Water ..... 35 ..... 75</li> <li> Diabolic Machine ..... 2.25 ..... 3.00</li> <li> Drowned ..... 35 ..... 75</li> <li> Dust to Dust ..... 35 ..... 75</li> <li> Eater of the Dead ..... 4.00 ..... 6.00</li> <li> Electric Eel ..... 1.50 ..... 2.50</li> <li> Elves of Deep Shadow ..... 2.50 ..... 3.50</li> <li> Erosion ..... 35 ..... 75</li> <li> Eternal Flame ..... 4.00 ..... 6.00</li> <li> Exorcist ..... 6.00 ..... 10.00</li> <li> Fallen, The ..... 3.25 ..... 4.00</li> <li> Fasting ..... 1.50 ..... 2.50</li> <li> FellWor Stone ..... 2.50 ..... 3.50</li> <li> Festival ..... 35 ..... 75</li> <li> Fire and Brimstone ..... 2.25 ..... 3.00</li> </ul> |  |
|---|--|--------------------|--|--|--|

## How to use the *InQuest* CCG Price Guide

In this example, **Blood Wars** is the name of the game, **TSR** is the name of the manufacturer, and **Facts and Factions** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A \* indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

|                            |          |        |                    |   |      |      |
|----------------------------|----------|--------|--------------------|---|------|------|
|                            |          |        | Death Mage         | R | 3.00 | 5.00 |
|                            |          |        | Eagle Knight       | R | 2.00 | 4.00 |
|                            |          |        | Enchanter          | R | 3.00 | 5.00 |
|                            |          |        | Falcher            | R | 2.00 | 4.00 |
|                            |          |        | Hedge Wizard       | U | 1.50 | 2.50 |
|                            |          |        | Harald             | R | 2.00 | 4.00 |
|                            |          |        | Infiltrator        | R | 2.00 | 4.00 |
|                            |          |        | Leopard Rider      | R | 2.00 | 4.00 |
|                            |          |        | Mammoth Rider      | R | 2.00 | 4.00 |
|                            |          |        | Marauder           | R | 2.00 | 4.00 |
|                            |          |        | Wargamancer        | R | 3.00 | 5.00 |
|                            |          |        | Raid Dragon, Drake | R | 2.00 | 4.00 |
|                            |          |        | Raid Dragon, Wyrm  | R | 2.00 | 4.00 |
|                            |          |        | Sharpshooter       | R | 2.00 | 4.00 |
|                            |          |        | Starchaser         | R | 2.00 | 4.00 |
|                            |          |        | Thunderscourger    | U | 1.50 | 2.50 |
|                            |          |        | Warlord            | R | 2.00 | 4.00 |
|                            |          |        | Wizard             | R | 3.00 | 5.00 |
|                            |          |        | Wyvern Rider       | R | 2.00 | 4.00 |
|                            |          |        |                    |   |      |      |
| Full Set (334 cards)       | \$275.00 | 350.00 |                    |   |      |      |
| Starter Deck (50 cards)    | 8.00     | 10.00  |                    |   |      |      |
| Starter Box (6 dual decks) | 75.00    | 100.00 |                    |   |      |      |
| Booster Pack (15 cards)    | 2.00     | 2.50   |                    |   |      |      |
| Booster Box (36 packs)     | 70.00    | 85.00  |                    |   |      |      |
|                            |          |        |                    |   |      |      |
| Assassination Plot         | R        | 5.00   | 8.00               |   |      |      |
| Chaos Beast                | R        | 4.00   | 6.00               |   |      |      |
| Lord of Pain               | R        | 25.00  | 35.00              |   |      |      |
| Shield Masters of Odin     | R        | 4.00   | 6.00               |   |      |      |
| Tiamat                     | R        | 5.00   | 8.00               |   |      |      |
|                            |          |        |                    |   |      |      |
| Full Set (134 cards)       |          |        |                    |   |      |      |
| Booster Pack (15 cards)    |          |        |                    |   |      |      |
| Booster Box (36 packs)     |          |        |                    |   |      |      |



# INQUEST

## price guide

### ALPHA LIMITED

WIZARDS OF THE COAST - 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

|                         |            |          |
|-------------------------|------------|----------|
| Full Set (295 cards)    | \$2,800.00 | 3,400.00 |
| Starter Deck (60 cards) | 200.00     | 250.00   |
| Starter Box (10 decks)  | 1,900.00   | 2,500.00 |
| Booster Pack (15 cards) | 90.00      | 110.00   |
| Booster Box (36 packs)  | 3,200.00   | 3,700.00 |

| Name                          | Low    | High   |
|-------------------------------|--------|--------|
| • Air Elemental               | 2.00   | 4.00   |
| • Ancestral Recall            | 70.00  | 110.00 |
| • Animate Artifact            | 1.25   | 2.00   |
| • Animate Dead                | 1.25   | 2.00   |
| • Animate Wall                | 5.00   | 8.00   |
| • Ankh of Mishra              | 8.00   | 10.00  |
| • Armageddon                  | 8.00   | 12.00  |
| • Aspect of Wolf              | 8.00   | 12.00  |
| • Bad Moon                    | 8.00   | 12.00  |
| • Badlands                    | 20.00  | 30.00  |
| • Balance                     | 7.00   | 10.00  |
| • Basilisk Monolith           | 2.50   | 4.00   |
| • Bayou                       | 20.00  | 30.00  |
| • Benalish Hero               | 5.00   | 1.25   |
| • Berserk                     | 30.00  | 55.00  |
| • Birds of Paradise           | 12.00  | 15.00  |
| • Black Knight                | 2.50   | 4.00   |
| • Black Lotus                 | 225.00 | 325.00 |
| • Black Vise                  | 2.50   | 4.00   |
| • Black Ward                  | 1.25   | 2.00   |
| • Blaze of Glory              | 40.00  | 60.00  |
| • Blessing                    | 8.00   | 10.00  |
| • Blue Elemental Blast        | 5.00   | 1.25   |
| • Blue Ward                   | 1.25   | 2.00   |
| • Bog Warrior                 | 2.00   | 3.50   |
| • Braingeyser                 | 15.00  | 20.00  |
| • Burrowing                   | 1.25   | 2.00   |
| • Camouflage                  | 12.00  | 20.00  |
| • Castle                      | 2.50   | 4.00   |
| • Celestial Prism             | 1.25   | 2.00   |
| • Channel                     | 1.25   | 2.00   |
| • Chaos Orb                   | 85.00  | 110.00 |
| • Chaosclash                  | 4.00   | 7.00   |
| • Circle of Protection: Blue  | 5.00   | 1.25   |
| • Circle of Protection: Green | 5.00   | 1.25   |
| • Circle of Protection: Red   | 5.00   | 1.25   |
| • Circle of Protection: White | 5.00   | 1.25   |
| • Clockwork Beast             | 7.00   | 10.00  |
| • Clone                       | 12.00  | 18.00  |
| • Cockatrice                  | 12.00  | 18.00  |
| • Consecrate Land             | 15.00  | 20.00  |
| • Conservator                 | 1.25   | 2.00   |
| • Contract from Below         | 7.00   | 10.00  |
| • Control Magic               | 3.00   | 5.00   |
| • Conversion                  | 2.50   | 4.00   |
| • Copper Tablet               | 10.00  | 15.00  |
| • Copy Artifact               | 12.00  | 18.00  |
| • Counterspell                | 4.00   | 6.00   |
| • Crow Wurm                   | 5.00   | 1.25   |
| • Creature Band               | 5.00   | 1.25   |
| • Crusade                     | 8.00   | 12.00  |
| • Crystal Rod                 | 1.50   | 2.50   |
| • Cursed Land                 | 1.25   | 2.00   |
| • Cyclopean Tomb              | 90.00  | 125.00 |
| • Dark Ritual                 | 5.00   | 1.25   |
| • Darkpact                    | 6.00   | 10.00  |
| • Death Ward                  | 5.00   | 1.25   |
| • Deathcap                    | 1.25   | 2.00   |
| • Deathfog                    | 4.00   | 6.00   |
| • Deathlace                   | 8.00   | 12.00  |
| • Demoniac Attorney           | 20.00  | 30.00  |
| • Demoniac Hordes             | 10.00  | 15.00  |
| • Demoniac Tutor              | 8.00   | 15.00  |
| • Dragon Egg                  | 5.00   | 1.25   |
| • Disenchant                  | 5.00   | 1.25   |
| • Disintegrate                | 5.00   | 1.25   |
| • Disrupting Scepter          | 6.00   | 10.00  |
| • Dragon Whelp                | 3.50   | 5.00   |
| • Drain Life                  | 5.00   | 1.25   |
| • Drain Power                 | 8.00   | 12.00  |
| • Dredge Skeletons            | 5.00   | 1.25   |
| • Dwarven Demolition Team     | 15.00  | 20.00  |
| • Dwarven Warriors            | 5.00   | 1.25   |
| • Earth Elemental             | 2.50   | 4.00   |

|                   |        |        |
|-------------------|--------|--------|
| • Earthbind       | 1.50   | 2.50   |
| • Earthquake      | 8.00   | 12.00  |
| • Elvish Archers  | 6.00   | 10.00  |
| • Elvish Presence | 1.25   | 2.00   |
| • False Orders    | 6.00   | 8.00   |
| • Farmstead       | 10.00  | 15.00  |
| • Fastbond        | 12.00  | 15.00  |
| • Fear            | 5.00   | 1.25   |
| • Feedback        | 1.50   | 2.50   |
| • Fire Elemental  | 2.50   | 4.00   |
| • Fireball        | 5.00   | 1.25   |
| • Firebreathing   | 5.00   | 1.25   |
| • Flashfury       | 1.25   | 2.00   |
| • Flight          | 5.00   | 1.25   |
| • Fog             | 5.00   | 1.25   |
| • Force of Nature | 18.00  | 25.00  |
| • Forcefield      | 100.00 | 150.00 |



### TOP TEN HOTTEST CARDS

#### 10) Arena

WatC should get Rob Alexander to draw more cards. Maybe that way we'd end up with less card art like Stasis. Anyhoo, Arena, a send away card exclusive to the Magic novels, pops up more in friendly games than in tournament play.

|                          |        |        |
|--------------------------|--------|--------|
| • Forest                 | 35     | 75     |
| • Fark                   | 35.00  | 45.00  |
| • Frozen Shade           | 5.00   | 1.25   |
| • Fungusaur              | 8.00   | 12.00  |
| • Gaea's Liege           | 15.00  | 20.00  |
| • Gauntlet of Might      | 100.00 | 150.00 |
| • Giant Growth           | 5.00   | 1.25   |
| • Giant Spider           | 5.00   | 1.25   |
| • Glasses of Urza        | 1.25   | 2.00   |
| • Gloom                  | 1.25   | 2.00   |
| • Goblin Balloon Brigade | 1.25   | 2.00   |
| • Goblin King            | 15.00  | 20.00  |
| • Granite Gargoyle       | 15.00  | 20.00  |
| • Gray Ogre              | 5.00   | 1.25   |
| • Green Ward             | 1.25   | 2.00   |
| • Guardian Angel         | 1.50   | 2.50   |
| • Gzzzy Bears            | 5.00   | 1.25   |
| • Healing Salve          | 5.00   | 1.25   |
| • Helm of Chutzak        | 6.00   | 10.00  |
| • Hill Giant             | 5.00   | 1.25   |
| • Hive, The              | 8.00   | 12.00  |
| • Holy Arrow             | 5.00   | 1.25   |
| • Holy Strength          | 5.00   | 1.25   |
| • Howls from Beyond      | 5.00   | 1.25   |
| • Howling Mine           | 10.00  | 15.00  |
| • Hurlion Mammoth        | 5.00   | 1.25   |
| • Hurricane              | 1.25   | 2.00   |
| • Hypnotic Specter       | 3.50   | 5.00   |
| • Ice Storm              | 18.00  | 25.00  |
| • Ice Manipulator        | 35.00  | 60.00  |
| • Illusory Mask          | 60.00  | 80.00  |
| • Instill Energy         | 1.25   | 2.00   |
| • Invisiblity            | 8.00   | 15.00  |
| • Iron Star              | 1.25   | 2.00   |
| • Ironwood Ooze          | 1.25   | 2.00   |
| • Ironroot Treefolk      | 5.00   | 1.25   |
| • Island (Dark Blue Sky) | 6.00   | 1.00   |

|                                |        |        |
|--------------------------------|--------|--------|
| • Island                       | 35     | 75     |
| • Island Sanctuary             | 7.00   | 10.00  |
| • Ivory Cup                    | 1.25   | 2.00   |
| • Jade Monolith                | 4.00   | 6.00   |
| • Jade Statue                  | 18.00  | 25.00  |
| • Joyemdae Tome                | 6.00   | 10.00  |
| • Juggernaut                   | 9.00   | 12.00  |
| • Jump                         | 1.50   | 1.25   |
| • Karma                        | 1.25   | 2.00   |
| • Keldon Warlord               | 3.50   | 5.00   |
| • Kormus Bell                  | 4.00   | 7.00   |
| • Kudzu                        | 10.00  | 15.00  |
| • Lance                        | 2.50   | 4.00   |
| • Ley Druid                    | 1.25   | 2.00   |
| • Library of Leng              | 1.25   | 2.00   |
| • Lich                         | 60.00  | 80.00  |
| • Lifeforce                    | 1.25   | 2.00   |
| • Lifelink                     | 4.00   | 6.00   |
| • Lifetap                      | 1.25   | 2.00   |
| • Lightning Bolt               | 5.00   | 1.25   |
| • Living Artifact              | 7.00   | 10.00  |
| • Living Lands                 | 6.00   | 10.00  |
| • Living Wall                  | 3.00   | 5.00   |
| • Llanowar Elves               | 5.00   | 1.25   |
| • Lord of Atlantis             | 12.00  | 18.00  |
| • Lord of the Pit              | 15.00  | 20.00  |
| • Lure                         | 1.25   | 2.00   |
| • Magical Hack                 | 10.00  | 15.00  |
| • Mahamoh Dynn                 | 12.00  | 18.00  |
| • Mana Flare                   | 8.00   | 12.00  |
| • Mana Short                   | 6.00   | 10.00  |
| • Mana Vault                   | 6.00   | 10.00  |
| • Manabombs                    | 6.00   | 10.00  |
| • Meekstone                    | 7.00   | 10.00  |
| • Merfolk of the Pearl Trident | 5.00   | 1.25   |
| • Mesa Pegasus                 | 5.00   | 1.25   |
| • Mind Twist                   | 10.00  | 15.00  |
| • Mons's Goblin Raiders        | 5.00   | 1.25   |
| • Mountain                     | 35     | 75     |
| • Max Emerald                  | 140.00 | 200.00 |
| • Max Jet                      | 140.00 | 200.00 |
| • Max Pearl                    | 140.00 | 200.00 |
| • Max Ruby                     | 140.00 | 200.00 |
| • Max Sapphire                 | 140.00 | 200.00 |
| • Natural Selection            | 40.00  | 55.00  |
| • Nether Shadow                | 7.00   | 10.00  |
| • Netting Imp                  | 6.00   | 10.00  |
| • Newmyral's Disk              | 8.00   | 15.00  |
| • Nightmare                    | 20.00  | 30.00  |
| • Northern Paladin             | 15.00  | 20.00  |
| • Obscurus Golem               | 1.25   | 2.00   |
| • Orish Anvil                  | 2.50   | 4.00   |
| • Orish Onflame                | 10.00  | 20.00  |
| • Paralyze                     | 5.00   | 1.25   |
| • Pearted Unicorn              | 5.00   | 1.25   |
| • Personal Information         | 10.00  | 15.00  |
| • Pestilence                   | 5.00   | 1.25   |
| • Phantasmal Forces            | 1.25   | 2.00   |
| • Phantasmal Terrain           | 5.00   | 1.25   |
| • Phantom Monster              | 1.25   | 2.00   |
| • Pirate Ship                  | 7.00   | 12.00  |
| • Plague Rats                  | 5.00   | 1.25   |
| • Plains                       | 35     | 75     |
| • Plateau                      | 20.00  | 30.00  |
| • Power Leak                   | 5.00   | 1.25   |
| • Power Sink                   | 5.00   | 1.25   |
| • Power Surge                  | 7.00   | 10.00  |
| • Prigdal Soccerer             | 5.00   | 1.25   |
| • Psychic Blast                | 18.00  | 25.00  |
| • Psychic Venom                | 5.00   | 1.25   |
| • Purgatory                    | 4.00   | 6.00   |
| • Raging River                 | 5.00   | 1.25   |
| • Raven Dead                   | 5.00   | 1.25   |
| • Red Elemental Blast          | 5.00   | 1.25   |
| • Red Ward                     | 1.25   | 2.00   |
| • Regeneration                 | 5.00   | 1.25   |
| • Regrowth                     | 7.00   | 12.00  |
| • Resurrection                 | 3.50   | 5.00   |
| • Resource Damage              | 10.00  | 15.00  |
| • Righteousness                | 10.00  | 15.00  |
| • Roc of Aber Ridges           | 12.00  | 18.00  |
| • Rock Hydra                   | 25.00  | 35.00  |
| • Rod of Ruin                  | 1.25   | 2.00   |
| • Royal Assassin               | 25.00  | 35.00  |
| • Savant                       | 7.50   | 4.00   |
| • Scathe Reader                | 5.00   | 1.25   |
| • Scrymage                     | 20.00  | 30.00  |
| • Scrymage                     | 7.00   | 10.00  |
| • Scrymage                     | 5.00   | 1.25   |
| • Scrymage                     | 5.00   | 1.25   |
| • Scrymage                     | 15.00  | 20.00  |

|                              |        |        |
|------------------------------|--------|--------|
| • Sengir Vampire             | 7.00   | 10.00  |
| • Serra Angel                | 10.00  | 15.00  |
| • Shanond Dryads             | 5.00   | 1.25   |
| • Shatter                    | 5.00   | 1.25   |
| • Shivan Dragon              | 30.00  | 40.00  |
| • Simulacrum                 | 1.25   | 2.00   |
| • Sinkhole                   | 10.00  | 18.00  |
| • Siren's Call               | 2.00   | 3.50   |
| • Sleight of Mind            | 7.00   | 10.00  |
| • Smoke                      | 6.00   | 10.00  |
| • Sol Ring                   | 10.00  | 15.00  |
| • Soul Net                   | 1.25   | 2.00   |
| • Spell Blast                | 5.00   | 1.25   |
| • Stasis                     | 6.00   | 10.00  |
| • Steel Artifact             | 1.25   | 2.00   |
| • Stone Giant                | 1.25   | 2.00   |
| • Stone Rain                 | 5.00   | 1.25   |
| • Stream of Life             | 5.00   | 1.25   |
| • Sunglasses of Urza         | 8.00   | 12.00  |
| • Swamp                      | 35     | 75     |
| • Swords to Plowshares       | 2.00   | 3.50   |
| • Targo                      | 20.00  | 30.00  |
| • Terror                     | 5.00   | 1.25   |
| • Thicket Basilisk           | 3.00   | 5.00   |
| • Thoughtflame               | 4.00   | 6.00   |
| • Throne of Bone             | 1.25   | 2.00   |
| • Timber Wolves              | 6.00   | 10.00  |
| • Time Vault                 | 60.00  | 80.00  |
| • Time Walk                  | 150.00 | 200.00 |
| • Timetwister                | 90.00  | 120.00 |
| • Tranquility                | 5.00   | 1.25   |
| • Tropical Island            | 20.00  | 30.00  |
| • Tsunami                    | 1.25   | 2.00   |
| • Tundra                     | 20.00  | 30.00  |
| • Tunnel                     | 1.25   | 2.00   |
| • Twiddle                    | 3.50   | 5.00   |
| • Two-Headed Giant of Forays | 60.00  | 80.00  |
| • Underground Sea            | 20.00  | 30.00  |
| • Unholy Strength            | 5.00   | 1.25   |
| • Unsummon                   | 5.00   | 1.25   |
| • Uthden Troll               | 3.50   | 5.00   |
| • Verduran Enchantress       | 8.00   | 12.00  |
| • Vesuvan Doppelganger       | 35.00  | 50.00  |
| • Veteran Bodyguard          | 18.00  | 25.00  |
| • Volcanic Eruption          | 8.00   | 12.00  |
| • Wall of Air                | 1.25   | 2.00   |
| • Wall of Bone               | 1.25   | 2.00   |
| • Wall of Brambles           | 1.25   | 2.00   |
| • Wall of Fire               | 1.25   | 2.00   |
| • Wall of Ice                | 1.25   | 2.00   |
| • Wall of Stone              | 1.25   | 2.00   |
| • Wall of Swords             | 2.50   | 4.00   |
| • Wall of Water              | 1.25   | 2.00   |
| • Wall of Wood               | 5.00   | 1.25   |
| • Wandersoth                 | 1.25   | 2.00   |
| • War Mammoth                | 5.00   | 1.25   |
| • Warp Aether                | 6.00   | 10.00  |
| • Water Elemental            | 2.50   | 4.00   |
| • Weakness                   | 5.00   | 1.25   |
| • Web                        | 6.00   | 10.00  |
| • Wheel of Fortune           | 12.00  | 20.00  |
| • White Knight               | 3.50   | 5.00   |
| • White Ward                 | 1.25   | 2.00   |
| • Wild Growth                | 5.00   | 1.25   |
| • Wiltc The Wisp             | 10.00  | 15.00  |
| • Winter Orb                 | 6.00   | 10.00  |
| • Wispden Sphere             | 1.25   | 2.00   |
| • Wizard's Command           | 60.00  | 80.00  |
| • Wizard God                 | 8.00   | 12.00  |
| • Zombie Master              | 10.00  | 15.00  |

### BETA LIMITED

WIZARDS OF THE COAST - 1993

Beta cards have rounded corners and are black bordered.

|                         |            |          |
|-------------------------|------------|----------|
| Full Set (302 cards)    | \$2,100.00 | 2,600.00 |
| Starter Deck (60 cards) | 150.00     | 175.00   |
| Starter Box (10 decks)  | 1,400.00   | 1,750.00 |
| Booster Pack (15 cards) | 65.00      | 85.00    |
| Booster Box (36 packs)  | 2,300.00   | 2,800.00 |

| Name                | Low   | High  |
|---------------------|-------|-------|
| • Air Elemental     | 1.50  | 3.00  |
| • Ancestral Recall  | 50.00 | 80.00 |
| • Animate Artifact  | 1.00  | 1.75  |
| • Animate Dead      | 1.00  | 1.75  |
| • Animate Wall      | 3.50  | 5.00  |
| • Ankh of Mishra    | 5.00  | 8.00  |
| • Armageddon        | 6.00  | 10.00 |
| • Aspect of Wolf    | 7.00  | 10.00 |
| • Bad Moon          | 7.00  | 10.00 |
| • Badlands          | 15.00 | 25.00 |
| • Balance           | 5.00  | 8.00  |
| • Basilisk Monolith | 2.00  | 3.50  |

**KEY**

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

COMMON ■ UNCOMMON ■ RARE



## price guide

|                             |        |        |
|-----------------------------|--------|--------|
| Bayou                       | 15.00  | 25.00  |
| Banish Hero                 | 50     | 1.00   |
| Berserk                     | 25.00  | 45.00  |
| Birds of Paradise           | 10.00  | 15.00  |
| Black Knight                | 2.00   | 3.50   |
| Black Lotus                 | 180.00 | 225.00 |
| Black Vise                  | 2.00   | 3.50   |
| Black Ward                  | 1.00   | 1.75   |
| Blaze of Glory              | 30.00  | 50.00  |
| Blessing                    | 7.00   | 10.00  |
| Blue Elemental Blast        | 50     | 1.00   |
| Blue Ward                   | 1.00   | 1.75   |
| Bog Wraith                  | 1.50   | 3.00   |
| Braingeyser                 | 12.00  | 18.00  |
| Burrowing                   | 1.00   | 1.75   |
| Camouflage                  | 10.00  | 18.00  |
| Castle                      | 2.00   | 3.50   |
| Celestial Prism             | 1.00   | 1.75   |
| Channel                     | 1.00   | 1.75   |
| Chaos Orb                   | 75.00  | 100.00 |
| Chaosclash                  | 3.00   | 5.00   |
| Circle of Protection: Black | 50     | 1.00   |
| Circle of Protection: Blue  | 50     | 1.00   |
| Circle of Protection: Green | 50     | 1.00   |
| Circle of Protection: Red   | 50     | 1.00   |
| Circle of Protection: White | 50     | 1.00   |
| Clackwork Beast             | 5.00   | 8.00   |
| Clone                       | 10.00  | 18.00  |
| Cockatrice                  | 10.00  | 15.00  |
| Consecrate Land             | 10.00  | 15.00  |
| Conservator                 | 1.00   | 1.75   |
| Contract from Below         | 6.00   | 10.00  |
| Control Magic               | 2.50   | 4.00   |
| Conversion                  | 2.00   | 3.50   |
| Copper Tablet               | 8.00   | 12.00  |
| Copy Artifact               | 10.00  | 15.00  |
| Counterspell                | 3.00   | 5.00   |
| Crow Worm                   | 50     | 1.00   |
| Creature Bond               | 50     | 1.00   |
| Crusade                     | 7.00   | 10.00  |
| Crystal Rod                 | 1.00   | 1.75   |
| Cursed Land                 | 1.00   | 1.75   |
| Cyclopean Tomb              | 65.00  | 95.00  |
| Dark Ritual                 | 50     | 1.00   |
| Darkpact                    | 50     | 8.00   |
| Death Ward                  | 5.00   | 1.00   |
| Deathrattle                 | 1.00   | 1.75   |
| Deathspore                  | 3.00   | 5.00   |
| Demonic Attorney            | 7.00   | 10.00  |
| Demonic Hordes              | 18.00  | 25.00  |
| Demonic Tutor               | 10.00  | 15.00  |
| Dingus Egg                  | 8.00   | 12.00  |
| Disenchant                  | 50     | 1.00   |
| Disintegrate                | 50     | 1.00   |
| Disrupting Scepter          | 5.00   | 8.00   |
| Dragon Whelp                | 2.50   | 4.00   |
| Draw Life                   | 50     | 1.00   |
| Draw Power                  | 6.00   | 10.00  |
| Drudge Skeletons            | 50     | 1.00   |
| Dwarven Demolition Team     | 12.00  | 18.00  |
| Dwarven Warriors            | 50     | 1.00   |
| Earth Elemental             | 2.00   | 3.50   |
| Earthbind                   | 1.25   | 2.00   |
| Earthquake                  | 6.00   | 8.00   |
| Elixir Archers              | 4.00   | 6.00   |
| Eva Presence                | 1.00   | 1.75   |
| False Orders                | 4.00   | 6.00   |
| Farmstead                   | 8.00   | 12.00  |
| Fastbond                    | 10.00  | 15.00  |
| Fear                        | 50     | 1.00   |
| Feedback                    | 1.00   | 1.75   |
| Fire Elemental              | 2.00   | 3.50   |
| Fireball                    | 50     | 1.00   |
| Firebreathing               | 50     | 1.00   |
| Flamethrower                | 1.00   | 1.75   |
| Flight                      | 50     | 1.00   |
| Fog                         | 50     | 1.00   |
| Force of Nature             | 15.00  | 20.00  |
| Forcefield                  | 80.00  | 125.00 |
| Forest                      | 20     | 40     |
| Fork                        | 30.00  | 40.00  |
| Frozen Shade                | 50     | 1.00   |
| Fungusaur                   | 5.00   | 8.00   |
| Geod's Liege                | 12.00  | 18.00  |

|                              |        |        |
|------------------------------|--------|--------|
| Gauntlet of Might            | 80.00  | 125.00 |
| Giant Growth                 | 50     | 1.00   |
| Giant Spider                 | 50     | 1.00   |
| Glosses of Urza              | 1.00   | 1.75   |
| Gloom                        | 1.00   | 1.75   |
| Goblin Balloon Brigade       | 1.00   | 1.75   |
| Goblin King                  | 12.00  | 18.00  |
| Graffiti Gargoyle            | 12.00  | 18.00  |
| Gray Ogre                    | 50     | 1.00   |
| Green Ward                   | 1.00   | 1.75   |
| Grizzly Bears                | 50     | 1.00   |
| Guardian Angel               | 1.25   | 2.00   |
| Healing Salve                | 50     | 1.00   |
| Helm of Chortzult            | 5.00   | 8.00   |
| Hill Giant                   | 50     | 1.00   |
| Hive, The                    | 7.00   | 10.00  |
| Holy Armor                   | 50     | 1.00   |
| Holy Strength                | 50     | 1.00   |
| Howl from Beyond             | 50     | 1.00   |
| Howling Mine                 | 9.00   | 15.00  |
| Humano Manatour              | 50     | 1.00   |
| Humane                       | 1.00   | 1.75   |
| Hypnotic Specter             | 2.00   | 3.50   |
| Ice Storm                    | 15.00  | 20.00  |
| Icy Manipulator              | 25.00  | 45.00  |
| Illusory Mask                | 50.00  | 65.00  |
| Instill Energy               | 1.00   | 1.75   |
| Invisibility                 | 8.00   | 12.00  |
| Iron Star                    | 1.00   | 1.75   |
| Ironclad Orcs                | 1.00   | 1.75   |
| Ironroot Treefolk            | 50     | 1.00   |
| Island (Dark Blue Sky)       | 30     | 60     |
| Island                       | 20     | 40     |
| Island Sanctuary             | 6.00   | 10.00  |
| Ivory Cup                    | 50     | 1.00   |
| Jade Manolith                | 3.00   | 5.00   |
| Jade Statue                  | 15.00  | 20.00  |
| Jayemdae Tome                | 5.00   | 8.00   |
| Juggernaut                   | 7.00   | 10.00  |
| Jump                         | 50     | 1.00   |
| Kama                         | 2.50   | 2.50   |
| Keldon Warlord               | 2.50   | 4.00   |
| Kormus Bell                  | 3.00   | 5.00   |
| Kodzu                        | 8.00   | 12.00  |
| Lance                        | 2.00   | 3.00   |
| Lay Druid                    | 1.00   | 1.75   |
| Library of Leng              | 1.00   | 1.75   |
| Lich                         | 50.00  | 70.00  |
| Lifelike                     | 1.00   | 1.75   |
| Lifelike                     | 3.00   | 4.00   |
| Lifelike                     | 1.00   | 1.75   |
| Lightning Bolt               | 50     | 1.00   |
| Living Artifact              | 6.00   | 10.00  |
| Living Lands                 | 4.00   | 6.00   |
| Living Wall                  | 2.50   | 4.00   |
| Umonow Elves                 | 50     | 1.00   |
| Lord of Atlantis             | 6.00   | 15.00  |
| Lord of the Pit              | 12.50  | 18.00  |
| Luna                         | 1.00   | 1.75   |
| Magical Hack                 | 8.00   | 12.00  |
| Mahomati Djinn               | 10.00  | 15.00  |
| Manabombs                    | 4.00   | 6.00   |
| Mara Flame                   | 7.00   | 10.00  |
| Mara Short                   | 4.00   | 6.00   |
| Mara Vault                   | 4.00   | 6.00   |
| Meekstone                    | 5.00   | 8.00   |
| Merfolk of the Pearl Trident | 50     | 1.00   |
| Mesa Pegasus                 | 50     | 1.00   |
| Mind Twist                   | 8.00   | 12.00  |
| Moss's Goblin Burrows        | 50     | 1.00   |
| Mountain                     | 20     | 40     |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
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| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |
| Max Sapphire                 | 120.00 | 160.00 |
| Max Emerald                  | 120.00 | 160.00 |
| Max Jet                      | 120.00 | 160.00 |
| Max Pearl                    | 120.00 | 160.00 |
| Max Ruby                     | 120.00 | 160.00 |



|                         |       |       |
|-------------------------|-------|-------|
| Control Magic           | 2.00  | 3.00  |
| Conversion              | 2.50  | 3.50  |
| Copper Tablet           | 7.00  | 10.00 |
| Copy Artifact           | 6.00  | 12.00 |
| Counterspell            | 2.00  | 4.00  |
| Crow Worm               | 50    | 1.00  |
| Creature Bond           | 50    | 1.00  |
| Crusade                 | 5.00  | 8.00  |
| Crystal Rod             | 1.00  | 1.75  |
| Cursed Land             | 1.00  | 1.75  |
| Cyclopean Tomb          | 40.00 | 70.00 |
| Dark Ritual             | 50    | 1.00  |
| Darkpact                | 4.00  | 6.00  |
| Death Ward              | 50    | 1.00  |
| Deathgrip               | 1.00  | 1.75  |
| Deathlace               | 2.50  | 3.50  |
| Demonic Attorney        | 5.00  | 8.00  |
| Demonic Hordes          | 15.00 | 20.00 |
| Demonic Tutor           | 8.00  | 12.00 |
| Dingus Egg              | 6.00  | 10.00 |
| Disenchant              | 50    | 1.00  |
| Disintegrate            | 50    | 1.00  |
| Disrupting Scepter      | 4.00  | 6.00  |
| Dragon Whelp            | 2.00  | 3.00  |
| Drain Life              | 50    | 1.00  |
| Drain Power             | 5.00  | 8.00  |
| Drudge Skeletons        | 50    | 1.00  |
| Dwarven Demolition Team | 10.00 | 15.00 |
| Dwarven Warriors        | 50    | 1.00  |
| Earth Elemental         | 1.50  | 3.00  |
| Earthbind               | 1.00  | 1.75  |
| Earthquake              | 4.00  | 6.00  |
| Elvish Archers          | 3.50  | 5.00  |
| Evil Presence           | 1.00  | 1.75  |
| False Orders            | 3.00  | 5.00  |
| Farmstead               | 6.00  | 10.00 |
| Faithbinder             | 8.00  | 12.00 |
| Fear                    | 50    | 1.00  |
| Feedback                | 1.00  | 1.75  |
| Fire Elemental          | 1.50  | 3.00  |
| Fireball                | 50    | 1.00  |
| Firebreathing           | 50    | 1.00  |
| Flashfries              | 1.00  | 1.75  |
| Flight                  | 50    | 1.00  |
| Fog                     | 50    | 1.00  |
| Force of Nature         | 10.00 | 15.00 |
| Forcefield              | 55.00 | 90.00 |
| Forest                  | 10    | 25    |
| Fork                    | 25.00 | 30.00 |
| Frozen Shade            | 50    | 1.00  |
| Fungusaur               | 5.00  | 8.00  |
| Gaea's Edge             | 10.00 | 15.00 |
| Gauntlet of Might       | 50.00 | 80.00 |
| Giant Growth            | 50    | 1.00  |
| Giant Spider            | 50    | 1.00  |
| Glasses of Urza         | 1.00  | 1.75  |
| Gloom                   | 1.00  | 1.75  |
| Goblin Balloon Brigade  | 1.00  | 1.75  |
| Goblin King             | 10.00 | 15.00 |
| Granite Gargoyle        | 8.00  | 12.00 |
| Gray Ogre               | 50    | 1.00  |
| Green Ward              | 1.00  | 1.75  |
| Grizzly Bears           | 50    | 1.00  |
| Guardian Angel          | 1.00  | 1.75  |
| Healing Salve           | 50    | 1.00  |
| Helm of Chutzak         | 4.00  | 6.00  |
| Hill Giant              | 50    | 1.00  |
| Hive, The               | 5.00  | 8.00  |
| Holy Armor              | 50    | 1.00  |
| Holy Strength           | 50    | 1.00  |
| Howl from Beyond        | 50    | 1.00  |
| Hawking Mine            | 8.00  | 12.00 |
| Hurlion Minotaur        | 50    | 1.00  |
| Hurricane               | 1.00  | 1.75  |
| Hypnotic Specter        | 2.00  | 3.00  |
| Ice Storm               | 12.00 | 18.00 |
| Icy Manipulator         | 15.00 | 30.00 |
| Illusionary Mask        | 30.00 | 45.00 |
| Infiltrate Energy       | 1.00  | 1.75  |
| Invisibilty             | 5.00  | 8.00  |
| Iron Star               | 1.00  | 1.75  |
| Ironclaw Orcs           | 1.00  | 1.75  |
| Ironroot Treefolk       | 50    | 1.00  |
| Island (Dark Blue Sky)  | 15    | 30    |
| Island                  | 10    | 25    |
| Island Sanctuary        | 5.00  | 8.00  |
| Ivory Cup               | 1.00  | 1.75  |
| Jade Manolith           | 2.50  | 4.00  |
| Jade Statue             | 10.00 | 15.00 |
| Jayemdae Tome           | 4.00  | 6.00  |
| Juggernaut              | 6.00  | 8.00  |
| Jump                    | 50    | 1.00  |
| Karma                   | 1.00  | 1.75  |
| Keldon Warlord          | 2.00  | 3.00  |

|                              |       |        |
|------------------------------|-------|--------|
| Kormus Bell                  | 2.50  | 4.00   |
| Kudzu                        | 6.00  | 10.00  |
| Lance                        | 1.00  | 1.75   |
| Ley Druid                    | 1.00  | 1.75   |
| Library of Leng              | 1.00  | 1.75   |
| Lich                         | 40.00 | 60.00  |
| Lifelace                     | 1.00  | 1.75   |
| Lifelace                     | 2.50  | 3.50   |
| Lifetop                      | 1.00  | 1.75   |
| Lightning Bolt               | 50    | 1.00   |
| Living Artifact              | 5.00  | 8.00   |
| Living Lands                 | 3.50  | 5.00   |
| Living Wall                  | 2.00  | 3.00   |
| Ulanowar Elves               | 50    | 1.00   |
| Lord of Atlantis             | 8.00  | 12.00  |
| Lord of the Pit              | 10.00 | 15.00  |
| Lure                         | 1.00  | 1.75   |
| Magical Hack                 | 7.00  | 10.00  |
| Mahamoti Djinn               | 8.00  | 12.00  |
| Mana Flare                   | 5.00  | 8.00   |
| Mana Short                   | 3.50  | 5.00   |
| Mana Vault                   | 3.50  | 5.00   |
| Manabombs                    | 3.50  | 5.00   |
| Meekstone                    | 4.00  | 6.00   |
| Merfolk of the Pearl Trident | 50    | 1.00   |
| Mesa Pegasus                 | 50    | 1.00   |
| Mind Twist                   | 6.00  | 10.00  |
| Mons' Goblin Raiders         | 50    | 1.00   |
| Mountain                     | 10    | 25     |
| Max Emerald                  | 95.00 | 125.00 |
| Max Jet                      | 95.00 | 125.00 |
| Max Pearl                    | 95.00 | 125.00 |
| Max Ruby                     | 95.00 | 125.00 |
| Max Sapphire                 | 95.00 | 125.00 |
| Natural Selection            | 20.00 | 30.00  |
| Nether Shadow                | 4.00  | 6.00   |
| Netting Imp                  | 3.00  | 5.00   |
| Nevyn's Disk                 | 6.00  | 10.00  |
| Nightmare                    | 12.00 | 20.00  |
| Northern Paladin             | 12.00 | 18.00  |
| Obsidian Golem               | 1.00  | 1.75   |
| Orchid Artillery             | 1.25  | 2.50   |
| Orchid Flamme                | 2.50  | 3.50   |
| Paralyze                     | 50    | 1.00   |
| Pearted Unicorn              | 50    | 1.00   |
| Personal Incarnation         | 6.00  | 10.00  |
| Pestilence                   | 50    | 1.00   |
| Phantasmal Forces            | 1.00  | 1.75   |
| Phantasmal Terrain           | 50    | 1.00   |
| Phantom Monster              | 1.50  | 2.50   |
| Pirate Ship                  | 4.00  | 6.00   |
| Plague Rats                  | 50    | 1.00   |
| Plains                       | 10    | 25     |
| Plateau                      | 12.00 | 20.00  |
| Power Leak                   | 50    | 1.00   |
| Power Sink                   | 50    | 1.00   |
| Power Surge                  | 5.00  | 8.00   |
| Prodigious Sorcerer          | 50    | 1.00   |
| Psionic Blast                | 12.00 | 15.00  |
| Psychic Venom                | 50    | 1.00   |
| Purelace                     | 2.50  | 3.50   |
| Raging River                 | 30.00 | 45.00  |
| Raise Dead                   | 50    | 1.00   |
| Red Elemental Blast          | 50    | 1.00   |
| Red Ward                     | 1.00  | 1.75   |
| Regeneration                 | 50    | 1.00   |
| Regrowth                     | 5.00  | 8.00   |
| Resurrection                 | 2.50  | 3.50   |
| Reverse Damage               | 6.00  | 10.00  |
| Righteousness                | 6.00  | 10.00  |
| Roc of Kher Ridges           | 8.00  | 12.00  |
| Rock Hydra                   | 18.00 | 25.00  |
| Rod of Ruin                  | 1.00  | 1.75   |
| Royal Assassin               | 18.00 | 25.00  |
| Sacrifice                    | 1.50  | 3.00   |
| Samite Healer                | 50    | 1.00   |
| Savannah                     | 12.00 | 20.00  |
| Savannah Lions               | 4.00  | 6.00   |
| Scathe Zombies               | 50    | 1.00   |
| Scavenging Ghoul             | 1.50  | 2.50   |
| Scrubland                    | 12.00 | 20.00  |
| Scrib Spites                 | 1.00  | 1.75   |
| See Serpent                  | 50    | 1.00   |
| Sedge Troll                  | 10.00 | 15.00  |
| Sengir Vampire               | 4.00  | 6.00   |
| Serra Angel                  | 7.00  | 10.00  |
| Shanodin Dryads              | 50    | 1.00   |
| Shatter                      | 50    | 1.00   |
| Shivan Dragon                | 20.00 | 30.00  |
| Simulacrum                   | 1.00  | 1.75   |
| Sinkhole                     | 7.00  | 12.00  |
| Siren's Call                 | 1.25  | 2.50   |
| Sleight of Mind              | 4.00  | 6.00   |
| Smoke                        | 3.50  | 5.00   |

|                           |       |        |
|---------------------------|-------|--------|
| Soul Ring                 | 7.00  | 10.00  |
| Soul Net                  | 1.00  | 1.75   |
| Spell Blast               | 50    | 1.00   |
| Stasis                    | 4.00  | 6.00   |
| Steel Artifact            | 1.50  | 2.50   |
| Stone Giant               | 1.00  | 1.75   |
| Stone Rain                | 50    | 1.00   |
| Scream of Life            | 50    | 1.00   |
| Sunglasses of Urza        | 4.00  | 6.00   |
| Swamp                     | 10    | 25     |
| Swords to Plowshares      | 1.25  | 2.50   |
| Taiga                     | 12.00 | 20.00  |
| Terror                    | 50    | 1.00   |
| Thicket Basilisk          | 2.00  | 3.00   |
| Thoughtlace               | 2.50  | 3.50   |
| Throne of Bone            | 1.00  | 1.75   |
| Timber Wolves             | 4.00  | 6.00   |
| Time Vault                | 40.00 | 55.00  |
| Time Walk                 | 80.00 | 110.00 |
| Timecaster                | 45.00 | 70.00  |
| Tranquility               | 50    | 1.00   |
| Tropical Island           | 12.00 | 20.00  |
| Tsunami                   | 1.00  | 1.75   |
| Tundra                    | 18.00 | 30.00  |
| Tunnel                    | 1.25  | 2.00   |
| Twiddle                   | 2.00  | 3.00   |
| Two-Headed Giant of Forys | 30.00 | 45.00  |
| Underground Sea           | 12.00 | 20.00  |
| Unholy Strength           | 50    | 1.00   |
| Unsumman                  | 50    | 1.00   |
| Uthden Troll              | 2.00  | 3.00   |
| Verduran Enchantress      | 5.00  | 8.00   |
| Vesuvan Doppelganger      | 20.00 | 30.00  |
| Veteran Bodyguard         | 10.00 | 18.00  |
| Volcanic Eruption         | 5.00  | 8.00   |
| Volcanic Island           | 12.00 | 20.00  |
| Wall of Air               | 1.00  | 1.75   |
| Wall of Bone              | 1.00  | 1.75   |
| Wall of Brambles          | 1.00  | 1.75   |
| Wall of Fire              | 1.00  | 1.75   |
| Wall of Ice               | 1.00  | 1.75   |
| Wall of Stone             | 1.00  | 1.75   |
| Wall of Swords            | 2.25  | 3.00   |
| Wall of Water             | 1.00  | 1.75   |
| Wall of Wood              | 50    | 1.00   |
| Wanderlust                | 1.00  | 1.75   |
| War Mammoth               | 50    | 1.00   |
| Warp Artifact             | 4.00  | 6.00   |
| Water Elemental           | 1.50  | 3.00   |
| Weakness                  | 50    | 1.00   |
| Web                       | 4.00  | 6.00   |
| Wheel of Fortune          | 8.00  | 15.00  |
| White Knight              | 2.50  | 3.50   |
| White Ward                | 1.00  | 1.75   |
| Wild Growth               | 50    | 1.00   |
| Will-O'-The-Wisp          | 7.00  | 10.00  |
| Winter Orb                | 4.00  | 6.00   |
| Wooden Sphere             | 1.00  | 1.75   |
| Word of Command           | 30.00 | 45.00  |
| Wrath of God              | 6.00  | 10.00  |
| Zombie Master             | 6.00  | 10.00  |

|                             |      |       |
|-----------------------------|------|-------|
| Black Vise                  | 1.25 | 2.50  |
| Black Ward                  | 75   | 1.50  |
| Blessing                    | 3.50 | 5.00  |
| Blue Elemental Blast        | 15   | 50    |
| Blue Ward                   | 75   | 1.50  |
| Boa Warth                   | 1.00 | 2.00  |
| Bottle of Suleiman          | 3.00 | 4.00  |
| Braingeyser                 | 7.00 | 10.00 |
| Bross Man                   | 75   | 1.50  |
| Burrowing                   | 75   | 1.50  |
| Castle                      | 1.50 | 2.50  |
| Celestial Prism             | 75   | 1.50  |
| Channel                     | 15   | 50    |
| Chaoslace                   | 2.00 | 3.00  |
| Circle of Protection: Black | 15   | 50    |
| Circle of Protection: Blue  | 15   | 50    |
| Circle of Protection: Green | 15   | 50    |
| Circle of Protection: Red   | 15   | 50    |
| Circle of Protection: White | 15   | 50    |
| Clockwork Beast             | 3.00 | 4.00  |
| Clone                       | 6.00 | 10.00 |
| Cockatrice                  | 5.00 | 8.00  |
| Conservator                 | 75   | 1.50  |
| Contract from Below         | 3.50 | 5.00  |
| Control Magic               | 1.50 | 2.50  |
| Conversion                  | 1.50 | 2.50  |
| Copy Artifact               | 6.00 | 10.00 |
| Counterspell                | 1.50 | 3.00  |
| Crow Worm                   | 15   | 50    |
| Creature Bond               | 15   | 50    |
| Crumble                     | 75   | 1.50  |
| Crusade                     | 4.00 | 6.00  |
| Cursed Land                 | 75   | 1.50  |
| Crystal Rod                 | 75   | 1.50  |
| Dancing Scimitar            | 3.00 | 4.00  |
| Dark Ritual                 | 15   | 50    |
| Darkpact                    | 3.50 | 5.00  |
| Death Ward                  | 15   | 50    |
| Deathgrip                   | 75   | 1.50  |
| Deathlace                   | 2.00 | 3.00  |



### TOP TEN HOTTEST CARDS

#### 8) Ball Lightning

Forget Sandra Bullock in a sundress, real speed is Magic red-green. Teamed with Tinder Walk, who wouldn't want a second turn Ball? (Note: How many of you are still picturing Sandra Bullock in that sundress?)

Memorize... sundress.)

|                         |       |       |
|-------------------------|-------|-------|
| Demonic Attorney        | 4.00  | 6.00  |
| Demonic Hordes          | 10.00 | 15.00 |
| Demonic Tutor           | 6.00  | 8.00  |
| Desert Twister          | 1.50  | 2.50  |
| Dingus Egg              | 4.00  | 6.00  |
| Disenchant              | 15    | 50    |
| Disintegrate            | 15    | 50    |
| Disrupting Scepter      | 3.00  | 4.00  |
| Dragon Engine           | 1.25  | 2.00  |
| Dragon Whelp            | 1.50  | 3.00  |
| Drain Life              | 15    | 50    |
| Drain Power             | 4.00  | 6.00  |
| Drudge Skeletons        | 15    | 50    |
| Dwarven Demolition Team | 15    | 50    |
| Dwarven Warriors        | 1.50  | 2.50  |
| Earth Elemental         | 1.25  | 2.50  |
| Earthbind               | 75    | 1.50  |
| Earthquake              | 3.50  | 5.00  |
| Ebony Horse             | 2.50  | 3.50  |
| E-Hajjaj                | 4.00  | 6.00  |
| Elvish Archers          | 3.00  | 4.00  |
| Energy Flux             | 75    | 1.50  |
| Erg Raiders             | 15    | 50    |
| Evil Presence           | 75    | 1.50  |

### REVISED EDITION

#### WIZARDS OF THE COAST 1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

|                         |          |          |
|-------------------------|----------|----------|
| Full Set (302 cards)    | \$300.00 | \$500.00 |
| Starter Deck (60 cards) | 10.00    | 15.00    |
| Starter Box (10 decks)  | 100.00   | 150.00   |
| Booster Pack (15 cards) | 3.25     | 5.00     |
| Booster Box (36 packs)  | 110.00   | 175.00   |

| Name              | Low   | High  |
|-------------------|-------|-------|
| Air Elemental     | 1.00  | 2.00  |
| Aladdin's Lamp    | 3.00  | 4.00  |
| Aladdin's Ring    | 3.50  | 5.00  |
| Animate Artifact  | 75    | 1.50  |
| Animate Dead      | 75    | 1.50  |
| Animate Wall      | 2.50  | 3.50  |
| Ankh of Mishra    | 3.00  | 4.00  |
| Armageddon        | 4.00  | 6.00  |
| Armageddon Clock  | 2.50  | 3.50  |
| Aspect of Wall    | 4.00  | 6.00  |
| Azog              | 1.00  | 2.00  |
| Bad Moon          | 4.00  | 6.00  |
| Badlands          | 10.00 | 18.00 |
| Balance           | 3.50  | 5.00  |
| Basalt Monolith   | 1.25  | 2.50  |
| Bayou             | 10.00 | 18.00 |
| Benalish Hero     | 15    | 50    |
| Birds of Paradise | 6.00  | 8.00  |
| Black Knight      | 1.50  | 2.50  |



price guide

|                                |       |       |
|--------------------------------|-------|-------|
| ★ Eye for an Eye               | 3.50  | 5.00  |
| ★ Farmstead                    | 5.00  | 8.00  |
| ★ Fastbound                    | 6.00  | 10.00 |
| ★ Fear                         | 15    | 50    |
| ★ Feedback                     | 75    | 150   |
| ★ Five Elemental               | 1.25  | 2.50  |
| ★ Fireball                     | 15    | 50    |
| ★ Firebreathing                | 15    | 50    |
| ★ Firestorms                   | 75    | 150   |
| ★ Flight                       | 15    | 50    |
| ★ Flying Carpet                | 3.50  | 5.00  |
| ★ Fog                          | 15    | 50    |
| ★ Force of Nature              | 8.00  | 12.00 |
| ★ Forest                       | 05    | 10    |
| ★ Fork                         | 15.00 | 25    |
| ★ Frozen Shade                 | 15    | 50    |
| ★ Fungus                       | 4.00  | 6.00  |
| ★ Gaea's Liege                 | 8.00  | 12.00 |
| ★ Giant Growth                 | 15    | 50    |
| ★ Giant Spider                 | 15    | 50    |
| ★ Glasses of Uzza              | 75    | 150   |
| ★ Gloom                        | 75    | 150   |
| ★ Goblin Balloon Brigade       | 75    | 150   |
| ★ Goblin King                  | 8.00  | 10.00 |
| ★ Granite Gargoyle             | 6.00  | 8.00  |
| ★ Gray Ogre                    | 15    | 50    |
| ★ Green Ward                   | 75    | 150   |
| ★ Grizzly Bears                | 15    | 50    |
| ★ Guardian Angel               | 75    | 150   |
| ★ Healing Save                 | 15    | 50    |
| ★ Helm of Chazruk              | 3.00  | 4.00  |
| ★ Hill Giant                   | 15    | 50    |
| ★ Hive The                     | 4.00  | 6.00  |
| ★ Holy Armor                   | 15    | 50    |
| ★ Holy Strength                | 15    | 50    |
| ★ Howl from Beyond             | 15    | 50    |
| ★ Howling Mine                 | 7.00  | 10.00 |
| ★ Hurky's Parcel               | 3.50  | 5.00  |
| ★ Hurlcan Minotaur             | 15    | 50    |
| ★ Hurricane                    | 75    | 150   |
| ★ Hypnotic Scepter             | 1.50  | 2.50  |
| ★ Ichi Energy                  | 75    | 150   |
| ★ Iken Stars                   | 75    | 150   |
| ★ Ironroot Treefolk            | 15    | 50    |
| ★ Island                       | 05    | 10    |
| ★ Island Fish Jascopus         | 3.50  | 5.00  |
| ★ Island Sanctuary             | 75    | 150   |
| ★ Ivory Cup                    | 75    | 150   |
| ★ Ivory Tower                  | 4.00  | 6.00  |
| ★ Jade Monolith                | 1.50  | 3.00  |
| ★ Jander's Ring                | 5.00  | 8.00  |
| ★ Jander's Saddlebags          | 2.50  | 3.50  |
| ★ Joyemdee Tame                | 3.00  | 4.00  |
| ★ Juggernaut                   | 4.00  | 7.00  |
| ★ Jump                         | 15    | 50    |
| ★ Karma                        | 75    | 150   |
| ★ Keldin Warlord               | 1.50  | 2.50  |
| ★ Kid Apo                      | 1.00  | 2.00  |
| ★ Kormus Bell                  | 1.50  | 3.00  |
| ★ Kudzu                        | 4.00  | 6.00  |
| ★ Lance                        | 1.25  | 2.00  |
| ★ Ley Druid                    | 75    | 150   |
| ★ Library of Leng              | 75    | 150   |
| ★ Lifeforce                    | 75    | 150   |
| ★ Lifeforce                    | 2.00  | 3.00  |
| ★ Lifetop                      | 75    | 150   |
| ★ Lightning Bolt               | 15    | 50    |
| ★ Living Artifact              | 3.25  | 5.00  |
| ★ Living Lands                 | 3.50  | 4.00  |
| ★ Living Wall                  | 1.50  | 2.50  |
| ★ Llanowor Elves               | 15    | 50    |
| ★ Lord of Atlantis             | 6.00  | 10.00 |
| ★ Lord of the Pit              | 8.00  | 12.00 |
| ★ Lure                         | 75    | 150   |
| ★ Magical Hack                 | 5.00  | 8.00  |
| ★ Magnetic Mountain            | 2.50  | 3.50  |
| ★ Mahamoth Darrn               | 7.00  | 10.00 |
| ★ Mana Flare                   | 4.00  | 6.00  |
| ★ Mana Short                   | 3.50  | 5.00  |
| ★ Mana Vault                   | 3.00  | 4.00  |
| ★ Manabara                     | 3.00  | 4.00  |
| ★ Meektons                     | 3.50  | 5.00  |
| ★ Merfolk of the Pearl Trident | 15    | 50    |
| ★ Mesa Pensars                 | 15    | 50    |

|                             |       |       |
|-----------------------------|-------|-------|
| ★ Moya Djinn                | 4 00  | 6 00  |
| ★ Mollstone                 | 3 50  | 5 00  |
| ★ Mind Twist                | 5 00  | 8 00  |
| ★ Mischief's War Machine    | 3 00  | 4 00  |
| ★ Mischief's Goblin Raiders | 15    | 50    |
| ★ Mischiefman               | 05    | 10    |
| ★ Mischief Shadow           | 3 50  | 5 00  |
| ★ Mischiefing Art           | 2 50  | 3 50  |
| ★ Mischief's Disk           | 5 00  | 6 00  |
| ★ Mischiefmore              | 10 00 | 15 00 |
| ★ Mischief Parade           | 8 00  | 12 00 |
| ★ Mischief's Golem          | 75    | 1 50  |
| ★ Mischief's                | 1 25  | 2 00  |
| ★ Mischief's Amulet         | 1 00  | 2 00  |
| ★ Mischief's Uniform        | 2 00  | 3 00  |
| ★ Mischief's                | 75    | 1 50  |
| ★ Mischief's                | 15    | 50    |
| ★ Mischief's Unicorn        | 15    | 50    |
| ★ Mischief's Intermittent   | 5 00  | 8 00  |
| ★ Mischief's                | 15    | 50    |
| ★ Mischief's Forces         | 75    | 1 50  |
| ★ Mischief's Tension        | 15    | 50    |
| ★ Mischief's Monster        | 75    | 1 50  |
| ★ Mischief's Clasp          | 3 50  | 5 00  |
| ★ Mischief's Rats           | 15    | 50    |



## TOP TEN HOTTEST CARDS

### 7) Mahamoti Djin

We don't buy that. Chicks think bald guys are sexy," he says. "We're losing our hair, and we're really good at Magic, and we can't score for Shit! Anyway, the nearly hairless Magicman, a 5/6 flyer, is arguably blue's best creature.

|                       |       |       |
|-----------------------|-------|-------|
| ■ Plams               | 05    | 10    |
| ★ Plateau             | 10 00 | 18 00 |
| ★ Power Leak          | 15    | 50    |
| ■ Power Sink          | 15    | 50    |
| ★ Power Surge         | 3 50  | 5 00  |
| ★ Primal Clay         | 2 50  | 3 50  |
| ■ Prodigal Sorcerer   | 15    | 50    |
| ■ Psychic Venom       | 15    | 50    |
| ☆ Pursale             | 2 00  | 3 00  |
| ● Rock, The           | 1 25  | 2 00  |
| ■ Raise Dead          | 15    | 50    |
| ■ Reconstruction      | 75    | 1 50  |
| ■ Red Elemental Blast | 25    | 50    |
| ● Red Ward            | 75    | 1 50  |
| ■ Regeneration        | 15    | 50    |
| ■ Regrowth            | 3 50  | 5 00  |
| ○ Resurrection        | 7 00  | 3 00  |
| ☆ Reverse Damage      | 5 00  | 8 00  |
| ○ Reverse Polarity    | 75    | 1 50  |
| ■ Righteousness       | 5 00  | 8 00  |
| ★ Roc of Khaz Ridges  | 7 00  | 10 00 |
| ★ Rock Hydra          | 12 00 | 18 00 |
| ★ Rocket Launcher     | 4 00  | 6 00  |
| ● Rod of Run          | 75    | 1 50  |
| ★ Royal Assassin      | 12 00 | 18 00 |
| ■ Sacrifice           | 1 25  | 2 50  |
| ■ Sarnite Healer      | 15    | 50    |
| ★ Savannah            | 12 00 | 18 00 |
| ★ Savannah Lions      | 3 50  | 5 00  |
| ■ Scatha Zombies      | 15    | 50    |
| ■ Scavenging Ghoul    | 75    | 1 50  |
| ★ Scrubland           | 10 00 | 18 00 |
| ■ Scribe Sprites      | 5     | 50    |
| ■ Sea Serpent         | 15    | 50    |
| ★ Sedge Trail         | P 00  | 12 00 |
| ● Sengir Vampire      | 1 50  | 5 00  |
| ★ Serenadi Ephet      | 15 00 | 15 00 |
| ○ Serra Angel         | 5 00  | 8 00  |
| ■ Shendani Drivds     | 15    | 50    |

|                          |       |       |
|--------------------------|-------|-------|
| ★ Shatter                | 15    | 50    |
| ● Shatterstorm           | 4 00  | 6 00  |
| ★ Shivan Dragon          | 15 00 | 20 00 |
| ● Simulacrum             | 75    | 1 50  |
| ● Sinner's Cell          | 1 00  | 2 00  |
| ★ Slight of Mind         | 3 50  | 5 00  |
| ★ Smoke                  | 3 00  | 4 00  |
| ● Smoking                | 6 00  | 8 00  |
| ★ Sovereign Queen        | 5 00  | 8 00  |
| ● Soul Net               | 75    | 1 50  |
| ■ Spell Blast            | 15    | 50    |
| ★ Status                 | 3 00  | 4 00  |
| ● Steel Artifact         | 75    | 1 50  |
| ● Stone Giant            | 75    | 1 50  |
| ● Stone Rain             | 15    | 50    |
| ■ Stream of Life         | 15    | 50    |
| ● Surluggies of Urza     | 3 00  | 4 00  |
| ■ Swamp                  | 05    | 10    |
| ➤ Swords to Plowshares   | 1 00  | 2 00  |
| ★ Tago                   | 10 00 | 18 00 |
| ★ Terra                  | 15    | 50    |
| ● Ticker Tock            | 1 50  | 2 50  |
| ● Thoughtless            | 2 00  | 3 00  |
| ● Throne of Bone         | 75    | 1 50  |
| ★ Timber Wolves          | 3 00  | 4 00  |
| ★ Titanic's Song         | 2 50  | 3 50  |
| ■ Tranquility            | 15    | 50    |
| ★ Tropical Island        | 10 00 | 18 00 |
| ● Tsunami                | 75    | 1 50  |
| ★ Tundra                 | 10 00 | 18 00 |
| ● Tundra                 | 75    | 1 50  |
| ★ Underground Sea        | 10 00 | 18 00 |
| ● Unholy Strength        | 15    | 50    |
| ● Unstable Mutation      | 15    | 50    |
| ■ Unusable               | 15    | 50    |
| ● Uthgar Iron            | 1 50  | 2 50  |
| ★ Verdant Enchantress    | 4 00  | 6 00  |
| ★ Vissavorn Doppelganger | 12 00 | 20 00 |
| ☆ Vindicator Bodyguard   | 7 00  | 12 00 |
| ★ Volcanic Eruption      | 4 00  | 6 00  |
| ★ Volcanic Island        | 10 00 | 18 00 |
| ● Wall of Air            | 75    | 1 50  |
| ● Wall of Bone           | 75    | 1 50  |
| ● Wall of Bubbles        | 75    | 1 50  |
| ● Wall of Fire           | 75    | 1 50  |
| ● Wall of Ice            | 75    | 1 50  |
| ● Wall of Stone          | 75    | 1 50  |
| ● Wall of Swords         | 1 50  | 2 50  |
| ● Wall of Water          | 75    | 1 50  |
| ● Wall of Wood           | 15    | 50    |
| ● Wandersong             | 75    | 1 50  |
| ● Woe Memento            | 15    | 50    |
| ★ Warp Artifact          | 3 00  | 4 00  |
| ● Water Elemental        | 1 25  | 2 50  |
| ● Weakness               | 15    | 50    |
| ★ Web                    | 3 00  | 4 00  |
| ● Wheel of Fortune       | 7 00  | 12 00 |
| ● White Knight           | 1 50  | 2 50  |
| ● White Wolf             | 75    | 1 50  |
| ■ Wild Growth            | 15    | 50    |
| ★ Wild-O The Wisp        | 5 00  | 8 00  |
| ● Winter Orb             | 3 00  | 4 00  |
| ● Wooden Sphere          | 75    | 1 50  |
| ☆ Wrath of God           | 4 00  | 6 00  |
| ● Zombie Master          | 5 00  | 8 00  |

## FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

|                          |             |        |
|--------------------------|-------------|--------|
| Full Set (378 cards) ... | \$250 00 .. | 350 00 |
| Starter Deck (60 cards)  | 8 00        | 12 00  |
| Starter Box (10 decks)   | 75 00       | 100 00 |
| Booster Pack (15 cards)  | 2 50        | 3 50   |
| Booster Box (36 packs)   | 85 00       | 110 00 |

| Name              | Low  | High |
|-------------------|------|------|
| Abomination       | 2.00 | 3.00 |
| Au Elemental      | .75  | 1.50 |
| Alabaster Patron  | 1.0  | 4.0  |
| Aladdin's Lamp    | 2.50 | 3.50 |
| Aladdin's Ring    | 3.00 | 4.00 |
| Ali Baba          | 3.00 | 4.00 |
| Amruu Kithan      | 1.0  | .40  |
| Amulet of Kroog   | 1.0  | .40  |
| Angry Mob         | 1.50 | 2.50 |
| Animate Antdoci   | .35  | .75  |
| Animate Bead      | .35  | .75  |
| Animate Wall      | 2.00 | 3.00 |
| Ankh of Mishra    | 2.50 | 3.50 |
| Apprentice Wizard | 1.0  | 4.0  |
| Armageddon        | 3.50 | 5.00 |
| Armageddon Clock  | 2.50 | 3.50 |
| Ashes to Ashes    | .35  | .75  |

|                                 |      |      |
|---------------------------------|------|------|
| ★ Ashnod's Battle Gear          | 1.50 | 2.50 |
| ★ Aspect of Wolf                | 3.50 | 5.00 |
| ★ Backline                      | 1.50 | 2.50 |
| ★ Bad Moors                     | 3.50 | 5.00 |
| ★ Balance                       | 3.00 | 4.00 |
| ★ Bar Lightning                 | 5.00 | 9.00 |
| ★ Battering Kori                | 10   | 40   |
| ★ Bewildful Me G                | 10   | 40   |
| ★ Bird Maiden                   | 10   | 40   |
| ★ Buds of Paradise              | 5.00 | 8.00 |
| ★ Black Knight                  | 1.25 | 2.00 |
| Black Man - Battery             | 3.50 | 5.00 |
| Black rose                      | 75   | 150  |
| Black Word                      | 35   | 75   |
| Blessing                        | 2.50 | 3.50 |
| Bright                          | 1.50 | 2.50 |
| Blood Lust                      | 10   | 40   |
| Blue Elemental Blast            | 10   | 40   |
| Blue Mana Battery               | 3.50 | 5.00 |
| Blue Word                       | 10   | 40   |
| Boat Imp                        | 10   | 40   |
| Boat Wrath                      | 75   | 150  |
| Boat of Solomon                 | 2.50 | 3.50 |
| Brambush                        | 10   | 40   |
| Brass Man                       | 60   | 100  |
| Bronze Tablet                   | 2.50 | 3.50 |
| Brothers of Fate                | 10   | 40   |
| Bruce Line                      | 10   | 40   |
| Burrowing                       | 60   | 100  |
| Calculated Plant                | 10   | 40   |
| Carnivore Ants                  | 5.00 | 8.00 |
| Castle                          | 1.25 | 2.00 |
| Cave People                     | 1.25 | 2.00 |
| Celestial Prism                 | 60   | 100  |
| Channel                         | 10   | 40   |
| Chaosite                        | 1.50 | 2.50 |
| Circle of Protection - Artifact | 3.00 | 4.00 |
| Circle of Protection - Black    | 10   | 40   |
| Circle of Protection - Blue     | 10   | 40   |
| Circle of Protection - Green    | 10   | 40   |
| Circle of Protection - Red      | 10   | 40   |
| Circle of Protection - White    | 10   | 40   |
| Clay Statue                     | 10   | 40   |
| Clockwork Avian                 | 4.00 | 6.00 |
| Clockwork Beast                 | 2.50 | 3.50 |
| Cockatrice                      | 4.00 | 6.00 |
| Colossus of Sardia              | 4.00 | 6.00 |
| Conjure Wolf                    | 60   | 100  |
| Control Magic                   | 1.25 | 2.00 |
| Conversion                      | 1.25 | 2.00 |
| Coral Helm                      | 2.50 | 3.50 |
| Crucial Ho - 10                 | 3.50 | 5.00 |
| Counterspell                    | 1.25 | 2.00 |
| Cure - Wulf                     | 10   | 40   |
| Creative Bond                   | 10   | 40   |
| Crimson Mantle                  | 3.00 | 4.00 |
| Crumble                         | 35   | 75   |
| Crusade                         | 3.50 | 5.00 |
| Crystal Rod                     | 60   | 100  |
| Cursed Land                     | 35   | 75   |
| Cursed Kuck                     | 1.50 | 2.50 |
| Cyclops - Mummy                 | 10   | 40   |
| Dancing Scimitar                | 2.50 | 3.50 |
| Dark Ritual                     | 10   | 40   |
| Death Ward                      | 10   | 40   |
| Deathspire                      | 60   | 100  |
| Deathlace                       | 1.50 | 2.50 |
| Desert Twister                  | 1.25 | 2.00 |
| Dehydrate                       | 1.25 | 2.00 |
| Diabolic Machine                | 1.25 | 2.00 |
| Dingus Egg                      | 3.50 | 5.00 |
| Disenchant                      | 10   | 40   |
| Disintegrate                    | 10   | 40   |
| Disrupting Scepter              | 2.50 | 3.50 |
| Divine Transformation           | 3.00 | 4.00 |
| Dragon Engine                   | 75   | 150  |
| Dragon's Whelp                  | 1.25 | 2.00 |
| Drain Life                      | 3.50 | 5.00 |
| Drain Power                     | 3.50 | 5.00 |
| Drudge Skeletons                | 10   | 40   |
| Durkwood Boars                  | 10   | 40   |
| Dwarven Warriors                | 10   | 40   |
| Earth Elemental                 | 75   | 150  |
| Earthquake                      | 3.00 | 4.00 |
| Ebony Horse                     | 2.00 | 3.00 |
| Effigy                          | 3.50 | 5.00 |
| Elder Land Wurm                 | 3.50 | 5.00 |
| Elven Riders                    | 3.50 | 5.00 |
| Elvish Archers                  | 3.00 | 4.00 |
| Energy Flux                     | 60   | 100  |
| Energy Tap                      | 10   | 40   |
| Egg Raiders                     | 10   | 40   |
| Erosion                         | 10   | 40   |
| Eternal Warrior                 | 10   | 40   |



|                          |      |       |
|--------------------------|------|-------|
| ● Evil Presence          | 60   | 1.00  |
| ★ Eye for an Eye         | 3.00 | 4.00  |
| ■ Fear                   | 1.10 | 4.00  |
| ● Feedback               | .35  | .75   |
| ● Fellwar Stone          | 2.00 | 3.00  |
| ● Fire Elemental         | .75  | 1.50  |
| ● Fireball               | 1.10 | 4.00  |
| ■ Firebreathing          | 1.10 | 4.00  |
| ■ Fissure                | 1.10 | 4.00  |
| ● Flashfries             | .60  | 1.00  |
| ■ Flight                 | 1.10 | 4.00  |
| ■ Flood                  | 1.10 | 4.00  |
| ★ Flying Carpet          | 3.00 | 4.00  |
| ■ Fog                    | 1.10 | 4.00  |
| ★ Force of Nature        | 6.00 | 9.00  |
| ■ Forest                 | .05  | 1.0   |
| □ Fortified Area         | 1.10 | 4.00  |
| ■ Frozen Shade           | 1.10 | 4.00  |
| ★ Fungusaur              | 3.50 | 5.00  |
| ★ Goa's Uege             | 6.00 | 9.00  |
| ■ Gaseous Form           | 1.10 | 4.00  |
| ● Ghost Ship             | .35  | .75   |
| ■ Giant Growth           | 1.10 | 4.00  |
| ■ Giant Spider           | 1.10 | 4.00  |
| ■ Giant Strength         | 1.10 | 4.00  |
| ■ Giant Tortoise         | 1.10 | 4.00  |
| ★ Glasses of Urza        | .60  | 1.00  |
| ● Gloom                  | .60  | 1.00  |
| ● Goblin Balloon Brigade | .60  | 1.00  |
| ★ Goblin King            | 6.00 | 9.00  |
| ■ Goblin Rock Sled       | 1.10 | 4.00  |
| ■ Grapeshot Catapult     | 1.10 | 4.00  |
| ■ Gray Ogre              | 1.10 | 4.00  |
| ★ Greed                  | 2.50 | 3.50  |
| ★ Green Mana Battery     | 3.50 | 5.00  |
| ○ Green Ward             | .35  | .75   |
| ■ Grizzly Bears          | 1.10 | 4.00  |
| □ Healing Salve          | 1.10 | 4.00  |
| ■ Helm of Chotzuk        | 2.50 | 3.50  |
| ■ Hill Giant             | 1.10 | 4.00  |
| ★ Hive, The              | 3.50 | 5.00  |
| □ Holy Armor             | 1.10 | 4.00  |
| □ Holy Strength          | 1.10 | 4.00  |
| ■ Howl from Beyond       | 1.10 | 4.00  |
| ★ Howling Mine           | 6.00 | 10.00 |
| ★ Hurler's Recall        | 3.00 | 4.00  |
| ■ Hurlion Minotaur       | 1.10 | 4.00  |
| ★ Hur Jackal             | 2.00 | 3.00  |
| ● Hurricane              | .60  | 1.00  |
| ● Hypnotic Specter       | 1.25 | 2.00  |



This is 1994 version artwork.

## TOP TEN HOTTEST CARDS

### 6) Land Tax

"Fox tracks... rabbit tracks... train tracks!" Easily one of the best Bugs Bunny cartoons. Land Tax, on the other hand, is easily one of the best Magic cards. Draw three basic lands when your opponent's lands outnumber yours? One word: Holycrap!

|                          |      |      |
|--------------------------|------|------|
| ■ Immolation             | 1.10 | 4.00 |
| ★ Inferno                | 3.50 | 5.00 |
| ★ Insh! Energy           | .60  | 1.00 |
| ■ Iron Star              | .60  | 1.00 |
| ■ Ironclaw Orcs          | 1.10 | 4.00 |
| ■ Ironroot Trefolk       | 1.10 | 4.00 |
| ★ Island                 | .05  | 1.0  |
| ★ Island Fish Jascousius | 3.00 | 4.00 |
| ★ Island Sanctuary       | 2.50 | 3.50 |
| ■ Ivory Cup              | .60  | 1.00 |
| ■ Ivory Tower            | 3.50 | 5.00 |
| ★ Jade Manolith          | 1.25 | 2.50 |
| ★ Jandor's Saddlebags    | 2.00 | 3.00 |
| ★ Janyndae Tome          | 2.50 | 3.50 |

|                                |      |       |
|--------------------------------|------|-------|
| ■ Jump                         | 1.10 | 4.00  |
| ● Junon Ereet                  | 3.50 | 5.00  |
| ○ Karma                        | .60  | 1.00  |
| ● Keldan Ward                  | 1.25 | 2.00  |
| ● Killer Bees                  | 5.00 | 8.00  |
| ★ Kismet                       | 3.50 | 5.00  |
| ★ Kormus Bell                  | 1.25 | 2.00  |
| ■ Land Leeches                 | 1.10 | 4.00  |
| ★ Land Tax                     | 2.00 | 3.00  |
| ★ Levathion                    | 3.50 | 5.00  |
| ● Ley Druid                    | .60  | 1.00  |
| ● Library of Leng              | .60  | 1.00  |
| ● Life Force                   | .60  | 1.00  |
| ● Lifeleech                    | 1.50 | 2.50  |
| ● Lifetop                      | .60  | 1.00  |
| ■ Lightning Bolt               | 1.10 | 4.00  |
| ★ Living Artifact              | 2.50 | 3.50  |
| ★ Living Lands                 | 2.50 | 3.50  |
| ■ Unwarrior Elves              | 1.10 | 4.00  |
| ★ Lord of Atlantis             | 5.00 | 8.00  |
| ★ Lord of the Pit              | 7.00 | 10.00 |
| ● Lost Soul                    | 1.10 | 4.00  |
| ● Lure                         | .60  | 1.00  |
| ★ Magical Hack                 | 4.00 | 6.00  |
| ★ Magnetic Mountain            | 2.00 | 3.00  |
| ★ Mahamoh Dinn                 | 6.00 | 8.00  |
| ★ Mana Clash                   | 1.50 | 2.50  |
| ★ Mana Flood                   | 3.50 | 5.00  |
| ★ Mana Vault                   | 3.00 | 4.00  |
| ★ Mana Short                   | 2.50 | 3.50  |
| ★ Manabats                     | 2.50 | 3.50  |
| ■ Marsh Gas                    | 1.10 | 4.00  |
| ■ Marsh Viper                  | 1.10 | 4.00  |
| ■ Meekstone                    | 3.00 | 4.00  |
| ★ Merfolk of the Pearl Trident | 1.10 | 4.00  |
| □ Mesa Pegasus                 | 1.10 | 4.00  |
| ■ Millstone                    | 3.00 | 5.00  |
| ■ Mind Bomb                    | 1.50 | 2.50  |
| ★ Mind Twist                   | 4.00 | 6.00  |
| ★ Mishra's Factory             | 3.50 | 5.00  |
| ★ Mishra's War Machine         | 2.50 | 3.50  |
| ★ Mons's Goblin Raiders        | 1.10 | 4.00  |
| ■ Mordor                       | 1.10 | 4.00  |
| ■ Mountain                     | .05  | 1.0   |
| ■ Murk Dwellers                | 1.10 | 4.00  |
| ■ Murk's Asp                   | 1.10 | 4.00  |
| ★ Nether Shadow                | 3.00 | 4.00  |
| ★ Nevynna's Disk               | 3.50 | 5.00  |
| ★ Nightmare                    | 7.00 | 12.00 |
| ★ Northern Paladin             | 6.00 | 10.00 |
| ● Ooze                         | 2.00 | 3.00  |
| ● Obscure Golem                | .60  | 1.00  |
| ■ Onulet                       | .75  | 1.50  |
| ● Orich Artillery              | .75  | 1.50  |
| ● Orich Drifflame              | 1.50 | 2.50  |
| ● Ornithopter                  | .35  | .75   |
| ○ Osar Vulures                 | .35  | .75   |
| ■ Paralyze                     | 1.10 | 4.00  |
| □ Pearled Unicorn              | 1.10 | 4.00  |
| ★ Personal Incarnation         | 4.00 | 6.00  |
| ■ Pestilence                   | 1.10 | 4.00  |
| ■ Phantasmal Forces            | .60  | 1.00  |
| ■ Phantasmal Terrain           | 1.10 | 4.00  |
| ■ Phantom Monster              | .60  | 1.00  |
| □ Piety                        | 1.10 | 4.00  |
| □ Pikemen                      | 1.10 | 4.00  |
| ★ Pirate Ship                  | 3.00 | 4.00  |
| ■ Pit Scorpion                 | 1.10 | 4.00  |
| ■ Plague Rats                  | 1.10 | 4.00  |
| ■ Plains                       | .05  | 1.0   |
| ■ Power Leak                   | 1.10 | 4.00  |
| ■ Power Sink                   | 1.10 | 4.00  |
| ★ Power Surge                  | 2.50 | 3.50  |
| ■ Pradash Gypsies              | 1.10 | 4.00  |
| ★ Primal Clay                  | 2.00 | 3.00  |
| ■ Prodigious Sorcerer          | 1.10 | 4.00  |
| ■ Psionic Entity               | 3.50 | 5.00  |
| ■ Psychic Venom                | 1.10 | 4.00  |
| ★ Puredale                     | 1.50 | 2.50  |
| ★ Pyrotechnics                 | 1.25 | 2.00  |
| ● Rack, The                    | .75  | 1.50  |
| ● Radian Spirit                | 2.00 | 3.00  |
| ★ Rag Man                      | 2.50 | 3.50  |
| ■ Raise Dead                   | 1.10 | 4.00  |
| ★ Rebirth                      | 2.50 | 3.50  |
| ■ Red Elemental Blast          | 1.10 | 4.00  |
| ★ Red Mana Battery             | 3.50 | 5.00  |
| ○ Red Ward                     | .35  | .75   |
| ■ Regeneration                 | 1.10 | 4.00  |
| ★ Relic Bird                   | 3.00 | 4.00  |
| ★ Reverse Damage               | 4.00 | 6.00  |
| ★ Righteousness                | 4.00 | 6.00  |
| ● Rod of Run                   | .60  | 1.00  |
| ★ Royal Assassin               | 9.00 | 15.00 |

|                         |       |       |
|-------------------------|-------|-------|
| □ Samite Healer         | 1.10  | 4.00  |
| ■ Sandstorm             | 1.10  | 4.00  |
| ★ Savannah Lions        | 3.00  | 4.00  |
| ■ Scarthe Zombies       | 1.10  | 4.00  |
| ● Scavenging Ghoul      | .60   | 1.00  |
| ■ Scribe Spites         | 1.10  | 4.00  |
| ■ Sea Serpent           | 1.10  | 4.00  |
| □ Seeker                | 1.10  | 4.00  |
| ● Segovian Levathion    | 1.25  | 2.00  |
| ● Sengir Vampire        | 3.00  | 4.00  |
| ○ Serra Angel           | 4.00  | 6.00  |
| ■ Shendren Dryads       | 1.10  | 4.00  |
| ■ Shapeshifter          | 3.50  | 5.00  |
| ★ Shatter               | 1.10  | 4.00  |
| ★ Shivan Dragon         | 10.00 | 18.00 |
| ● Simulacrum            | 1.10  | 4.00  |
| ● Sindbad               | 2.50  | 3.50  |
| ● Siren's Call          | .75   | 1.50  |
| ★ Sisters of the Flame  | 1.10  | 4.00  |
| ★ Slaughter of Mund     | 3.00  | 4.00  |
| ★ Smoke                 | 2.50  | 3.50  |
| ★ Sorceress Queen       | 4.00  | 6.00  |
| ● Soul Net              | .35   | .75   |
| □ Spell Blast           | 1.10  | 4.00  |
| □ Spirit Link           | 3.50  | 5.00  |
| ● Spirit Shackle        | .75   | 1.50  |
| ★ Spheres               | 2.50  | 3.50  |
| ★ Steel Artifact        | .60   | 1.00  |
| ● Stone Giant           | .60   | 1.00  |
| ■ Stone Rain            | 1.10  | 4.00  |
| ■ Stream of Life        | 1.10  | 4.00  |
| ● Strip Mine            | 3.00  | 5.00  |
| ★ Sunglasses of Urza    | 2.50  | 3.50  |
| ■ Sunken City           | 1.10  | 4.00  |
| ■ Swamp                 | .05   | 1.0   |
| ○ Swords to Plowshares  | .75   | 1.50  |
| ★ Sylvan Library        | 4.00  | 6.00  |
| ★ Tawano's Wand         | 1.25  | 2.00  |
| ★ Tawano's Weaponry     | 1.25  | 2.00  |
| ★ Tempest Eheel         | 3.00  | 4.00  |
| ■ Terror                | 1.10  | 4.00  |
| ■ Tetravus              | 4.00  | 6.00  |
| ● Thicket Basilisk      | 1.25  | 2.00  |
| ★ Thoughtflood          | 1.50  | 2.50  |
| ● Throat of Bone        | .60   | 1.00  |
| ★ Timber Wolves         | 2.50  | 3.50  |
| ★ Time Elemental        | 6.00  | 10.00 |
| ★ Titania's Song        | 2.00  | 3.00  |
| ■ Tranquility           | 1.10  | 4.00  |
| ★ Triskelion            | 4.00  | 6.00  |
| ● Tsunami               | .60   | 1.00  |
| ■ Tundra Wolves         | .35   | .75   |
| ■ Tunnel                | .35   | .75   |
| ■ Twiddle               | .35   | .75   |
| ■ Unholy Strength       | 1.50  | 2.50  |
| ■ Unholy Strength       | 1.10  | 4.00  |
| ■ Unstable Mutation     | 1.10  | 4.00  |
| ■ Unsubstantiated       | 1.10  | 4.00  |
| ■ Untamed Wilds         | 1.25  | 2.00  |
| ★ Urza's Avenger        | 4.00  | 6.00  |
| ★ Urza's Trail          | 1.25  | 2.00  |
| ■ Vampire Bats          | 1.10  | 4.00  |
| ■ Venom                 | 1.10  | 4.00  |
| ★ Verdurous Enchantress | 3.50  | 5.00  |
| ○ Visions               | 1.50  | 2.50  |
| ★ Volcanic Eruption     | 3.00  | 4.00  |
| ● Wall of Air           | .60   | 1.00  |
| ● Wall of Bone          | .60   | 1.00  |
| ● Wall of Brambles      | .60   | 1.00  |
| ● Wall of Dust          | 1.50  | 2.50  |
| ● Wall of Fire          | .60   | 1.00  |
| ● Wall of Ice           | .60   | 1.00  |
| ● Wall of Spears        | 1.10  | 4.00  |
| ● Wall of Stone         | .60   | 1.00  |
| ● Wall of Swords        | 1.25  | 2.00  |
| ● Wall of Water         | .60   | 1.00  |
| ● Wall of Wood          | 1.10  | 4.00  |
| ● Wanderlust            | .60   | 1.00  |
| ★ War Mammoth           | 1.10  | 4.00  |
| ★ Warp Artifact         | 2.50  | 3.50  |
| ● Water Elemental       | .75   | 1.50  |
| ● Weakness              | 1.10  | 4.00  |
| ● Web                   | 2.50  | 3.50  |
| ● Whirling Dervish      | 3.00  | 4.00  |
| ○ White Knight          | 1.25  | 2.00  |
| ★ White Mana Battery    | 3.50  | 5.00  |
| ○ White Ward            | .35   | .75   |
| ■ Wild Growth           | 1.10  | 4.00  |
| ★ Will-O'-The-Wisp      | 4.00  | 6.00  |
| ★ Winds of Change       | 4.00  | 6.00  |
| ● Winter Blast          | 2.50  | 3.50  |
| ● Winter Orb            | 2.50  | 3.50  |
| ● Wooden Sphere         | .35   | .75   |
| ■ Word of Binding       | 1.10  | 4.00  |
| ★ Wrath of God          | 3.50  | 5.00  |

|                     |      |      |
|---------------------|------|------|
| ★ Xenic Poltergeist | 1.25 | 2.00 |
| ★ Yohan Soldier     | 1.10 | 4.00 |
| ■ Zephyr Falcon     | 1.10 | 4.00 |
| ★ Zombie Master     | 4.00 | 6.00 |

## ARABIAN NIGHTS

WIZARDS OF THE COAST 1994

|                        |          |          |
|------------------------|----------|----------|
| Full Set (78 cards)    | \$600.00 | 800.00   |
| Booster Pack (8 cards) | 50.00    | 70.00    |
| Booster Box (60 packs) | 2,900.00 | 4,200.00 |

| Name                     | Low   | High  |
|--------------------------|-------|-------|
| ○ Abu Ja'far             | 3.50  | 5.00  |
| ★ Aladdin                | 10.00 | 15.00 |
| ★ Aladdin's Lamp         | 4.00  | 6.00  |
| ★ Aladdin's Ring         | 6.00  | 10.00 |
| ● Ali Baba               | 5.00  | 8.00  |
| ★ Ali from Cairo         | 60.00 | 75.00 |
| ○ Army of Allah          | 2.00  | 3.00  |
| ★ Bazaar of Baghdad      | 10.00 | 15.00 |
| ■ Bird Maiden            | .50   | 1.00  |
| ★ Bottle of Solomon      | 6.00  | 10.00 |
| ● Brass Man              | 1.25  | 2.00  |
| ○ Camel                  | 2.25  | 3.00  |
| ★ City in a Bottle       | 12.00 | 20.00 |
| ● City of Brass          | 10.00 | 18.00 |
| ■ Cuombaji Witches       | .75   | 1.50  |
| ● Cyclone                | 5.00  | 8.00  |
| ★ Dancing Sorcerer       | 5.00  | 8.00  |
| ■ Dandan                 | .75   | 1.50  |
| ■ Desert                 | 4.00  | 6.00  |
| ■ Desert Nomads          | 2.50  | 3.50  |
| ■ Desert Twister         | 2.50  | 3.50  |
| ★ Diamond Valley         | 30.00 | 40.00 |
| ★ Drop of Honey          | 20.00 | 35.00 |
| ★ Ebony Horse            | 5.00  | 8.00  |
| ★ El-Haqiq               | 6.00  | 10.00 |
| ★ Elephant Graveyard     | 20.00 | 35.00 |
| ■ Erg Raiders            | .75   | 1.50  |
| ★ Ethnom Dinn            | 5.00  | 8.00  |
| ● Eye for an Eye         | 6.00  | 10.00 |
| ■ Fehlever Oil           | .50   | 1.00  |
| ○ Flying Carpet          | 5.00  | 8.00  |
| ■ Flying Men             | 3.00  | 4.00  |
| ■ Ghazban Ogre           | .50   | 1.00  |
| ■ Giant Tortoise         | .75   | 1.50  |
| ■ Guardian Beast         | 40.00 | 65.00 |
| ■ Hasran Ogress          | .75   | 1.50  |
| ■ Hun Jackal             | 1.00  | 2.00  |
| ★ Hrbiff Ereet           | 15.00 | 25.00 |
| ★ Island Fish Jascousius | 6.00  | 10.00 |
| ★ Island of Wok-Wok      | 25.00 | 35.00 |
| ★ Jandor's Ring          | 5.00  | 8.00  |
| ★ Jandor's Saddlebags    | 6.00  | 10.00 |
| ● Jeweled Bird           | 4.00  | 6.00  |
| ★ Jihad                  | 25.00 | 40.00 |
| ★ Junon Ereet            | 10.00 | 15.00 |
| ★ Juzzum Dinn            | 45.00 | 80.00 |
| ★ Khabal Ghoul           | 20.00 | 30.00 |
| ★ King Suleiman          | 12.00 | 18.00 |
| ★ Kird Ape               | 3.00  | 4.00  |
| ● Library of Alexandria  | 25.00 | 35.00 |
| ● Magnetic Mountain      | 4.00  | 6.00  |
| ■ Merchant Ship          | 7.00  | 10.00 |
| ■ Metamorphosis          | .50   | 1.00  |
| ★ Mope Dinn              | 8.00  | 12.00 |
| ○ Moonish Cavalry        | 4.00  | 6.00  |
| ■ Mountain               | 4.00  | 6.00  |
| ■ Murk's Asp             | .50   | 1.00  |
| ● Ooze                   | 3.50  | 5.00  |
| ★ Old Man of the Sea     | 25.00 | 35.00 |
| ■ Oublette               | 3.50  | 5.00  |
| ○ Piety                  | .50   | 1.00  |
| ★ Pyramids               | 20.00 | 30.00 |
| ★ Repentant Blacksmith   | 3.00  | 5.00  |
| ★ Ring of Mo'raf         | 20.00 | 30.00 |
| ■ Ruth Egg               | 6.00  | 10.00 |
| ● Sandals of Abdallah    | 8.00  | 12.00 |
| ■ Sandstorm              | .50   | 1.00  |
| ★ Serebidi Dinn          | 12.00 | 20.00 |
| ★ Serebidi Ereet         | 12.00 | 18.00 |
| ★ Shahrazad              | 12.00 | 20.00 |
| ● Sindbad                | 5.00  | 8.00  |
| ★ Singing Tree           | 25.00 | 40.00 |
| ■ Sorceress Queen        | 8.00  | 12.00 |
| ■ Stone-Throwing Devils  | 4.00  | 6.00  |
| ■ Unstable Mutation      | .75   | 1.50  |
| ○ War Elephant           | .50   | 1.00  |
| ★ Wykuli Wolf            | 3.50  | 5.00  |
| ★ Yawen Ereet            | 10.00 | 15.00 |

## ANTIQUITIES

WIZARDS OF THE COAST 1994

|                        |          |        |
|------------------------|----------|--------|
| Full Set (100 cards)   | \$300.00 | 400.00 |
| Booster Pack (8 cards) | 12.00    | 18.00  |

WENT UP

WENT DOWN

HEAVILY TRADED



## price guide

|                        |        |        |
|------------------------|--------|--------|
| Booster Box (60 packs) | 700.00 | 900.00 |
|------------------------|--------|--------|

| Name                           | Low   | High  |
|--------------------------------|-------|-------|
| Amulet of Kroog                | 15    | 50    |
| Argivan Archaeologist          | 20.00 | 35.00 |
| Argivan Blacksmith             | 40    | 100   |
| Argothian Foes                 | 15    | 50    |
| Argothian Treefolk             | 1.00  | 2.00  |
| Armageddon Clock               | 3.50  | 5.00  |
| Artifact Blast                 | 40    | 100   |
| Artifact                       | 40    | 100   |
| Artifact Possession            | 40    | 100   |
| Ashnod's Altar                 | 1.00  | 2.00  |
| Ashnod's Battle Gear           | 2.50  | 3.50  |
| Ashnod's Transmogrant          | 1.00  | 2.00  |
| Atoq                           | 1.50  | 2.50  |
| Battering Ram                  | 15    | 50    |
| Bronze Tablet                  | 4.00  | 6.00  |
| Candelabra of Townas           | 20.00 | 35.00 |
| Circle of Protection: Artifact | 6.00  | 8.00  |
| Cranul Druid                   | 3.00  | 4.00  |
| Clay Statue                    | 40    | 100   |
| Clockwork Avian                | 7.00  | 10.00 |
| Colossus of Sardia             | 10.00 | 15.00 |
| Corral Helm                    | 4.00  | 6.00  |
| Crumble                        | 40    | 100   |
| Cursed Rock                    | 2.50  | 3.50  |
| Dampening Field                | 2.50  | 3.50  |
| Detonate                       | 2.00  | 3.00  |
| Drafin's Restoration           | 1.00  | 2.00  |
| Dragon Engine                  | 1.50  | 2.50  |
| Dwarven Weaponsmith            | 2.00  | 3.00  |
| Energy Flux                    | 1.00  | 2.00  |
| Feldon's Cone                  | 2.25  | 3.00  |
| Gaea's Avenger                 | 12.00 | 20.00 |
| Gale to Phyraxia               | 2.50  | 3.50  |
| Goblin Artisans                | 1.00  | 2.00  |
| Golgothorn Sylex               | 7.00  | 10.00 |
| Grapeshot Carapult             | 15    | 50    |
| Haunting Wind                  | 2.50  | 3.50  |
| Hurkyl's Recall                | 6.00  | 8.00  |
| Ivory Tower                    | 7.00  | 10.00 |
| Jalum Tome                     | 4.00  | 6.00  |
| Martyrs of Korlis              | 4.00  | 6.00  |
| Mightstone                     | 2.50  | 3.50  |
| Milkstone                      | 4.00  | 6.00  |
| Mishra's Factory               | 4.00  | 6.00  |
| Mishra's Fac. (Summer Pic.)    | 6.00  | 10.00 |
| Mishra's War Machine           | 4.00  | 6.00  |
| Mishra's Workshop              | 10.00 | 18.00 |
| Obelisk of Undoing             | 8.00  | 10.00 |
| Orulet                         | 2.25  | 3.00  |
| Orsch Mechanics                | 40    | 100   |
| Ornithopter                    | 40    | 100   |
| Phyraxian Gremlins             | 1.00  | 2.00  |
| Power Artifact                 | 3.50  | 5.00  |
| Powercreech                    | 3.50  | 5.00  |
| Priest of Yangtsoth            | 75    | 150   |
| Primus Clay                    | 3.50  | 5.00  |
| Rock, The                      | 1.00  | 2.00  |
| Rokakite                       | 2.00  | 3.00  |
| Reconstruction                 | 1.50  | 2.50  |
| Reverse Polarity               | 1.50  | 2.50  |
| Rocket Launcher                | 4.00  | 6.00  |
| Sage of Tot-Hom                | 40    | 100   |
| Shapeshifter                   | 7.00  | 10.00 |
| Shatterstorm                   | 5.00  | 8.00  |
| Staff of Zegon                 | 40    | 100   |
| Stnp Mine                      | 4.00  | 6.00  |
| Stnp Mine (Tower)              | 5.00  | 9.00  |
| Su-Chi                         | 3.00  | 4.00  |
| Tablet of Epity                | 15    | 50    |
| Townas's Coffin                | 12.00 | 20.00 |
| Townas's Wand                  | 2.00  | 3.00  |
| Townas's Weaponry              | 2.00  | 3.00  |
| Tetravus                       | 8.00  | 10.00 |
| Titanio's Song                 | 4.00  | 6.00  |
| Transmute Artifact             | 3.50  | 5.00  |
| Triskelion                     | 8.00  | 10.00 |
| U z...s Avenger                | 8.00  | 12.00 |
| Uzz, Cha C                     | 15    | 50    |
| Uzza's Mana                    | 40    | 100   |
| Uzza's Mirror                  | 7.00  | 10.00 |
| Uzza's Power Plant             | 40    | 100   |

|                   |      |           |
|-------------------|------|-----------|
| Urza's Tower      | .40  | .....1.00 |
| Wall of Spears    | .75  | .....1.50 |
| Weakstone         | 2.50 | .....3.50 |
| Xenic Poltergeist | 2.50 | .....3.50 |
| Yawgmoth Demon    | 8.00 | ...12.00  |
| Yotion Soldier    | .75  | ....1.50  |

## LEGENDS

WIZARDS OF THE COAST, 1994

|                         |                       |
|-------------------------|-----------------------|
| Full Set (310 cards)    | \$1,100.00...1,400.00 |
| Booster Pack (15 cards) | 25.00 .. 30.00        |
| Booster Box (36 packs)  | .. 850.00...1,000.00  |

| name                        | Low   | High  |
|-----------------------------|-------|-------|
| ★ Abomination               | 3 50  | 5 00  |
| ★ Abyss, The                | 20 00 | 35 00 |
| ★ Acid Rain                 | 12 00 | 18 00 |
| ★ Active Yolkow             | 40    | 1 00  |
| Adia, Dahnensheld           | 10 00 | 15 00 |
| ★ Adventurers' Guildhouse   | 2 50  | 3 50  |
| ★ Aegis Berserker           | 4 00  | 6 00  |
| ★ Aiding Lapsecham ...      | 75    | 1 50  |
| ★ Akron Legionnaire         | 5 00  | 8 00  |
| ★ All Hallows' Eve          | 25 00 | 35 00 |
| ★ Alkabar's Carpet          | 10 00 | 15 00 |
| ★ Alabaster Potion          | 40    | 1 00  |
| ★ Alkhor's Tomb             | 10 00 | 15 00 |
| Amroa Kithkin               | 15    | 50    |
| ★ Angelic Voices            | 7 00  | 10 00 |
| Angus Modkewze              | 16 00 | 15 00 |
| ★ Anti-Magic Aura           | 2 00  | 3 00  |
| ★ Arborea                   | 4 00  | 6 00  |
| Arcades Sabbath             | 10 00 | 15 00 |
| ★ Arena of the Ancients     | 4 00  | 6 00  |
| ★ Avoid Fate                | 40    | 1 00  |
| Axelrod Gunnarson           | 8 00  | 10 00 |
| Ayesha Tanaka               | 6 00  | 8 00  |
| ★ Azure Drake               | 3 00  | 5 00  |
| ★ Backdraft                 | 3 50  | 5 00  |
| ★ Backfire                  | 2 50  | 3 50  |
| ★ Barbary Apes              | 75    | 1 50  |
| Barktooth Warbeard          | 3 50  | 5 00  |
| Barrel Runecore             | 10 00 | 15 00 |
| ★ Barts of Bogardan         | 3 00  | 5 00  |
| ★ Black Mana Battery        | 2 50  | 3 50  |
| ★ Blazing Effigy            | 40    | 1 00  |
| ★ Blight                    | 2 50  | 3 50  |
| ★ Blood Lust                | 1 00  | 2 00  |
| ★ Blue Mana Battery         | 2 50  | 3 50  |
| ★ Boomerang                 | 40    | 1 00  |
| ★ Bors Devilboon            | 8 00  | 12 00 |
| ★ Brine Hag                 | 4 00  | 6 00  |
| ★ Bronze Horse              | 5 00  | 8 00  |
| ★ Bute, The                 | 40    | 1 00  |
| ★ Canon Ants                | 10 00 | 18 00 |
| ★ Cat Warriors              | 40    | 1 00  |
| ★ Cathedral of Serra        | 2 50  | 3 50  |
| ★ Champions of Despair      | 8 00  | 12 00 |
| ★ Chain lightning           | 1 25  | 2 00  |
| ★ Charns of Mephistopheles  | 10 00 | 15 00 |
| Cherchum                    | 10 00 | 18 00 |
| ★ Chorus                    | 12 00 | 18 00 |
| ★ Clergy of the Holy Nimbus | 15    | 50    |
| ★ Locoon                    | 3 00  | 5 00  |
| ★ Concordant Crossroads     | 6 00  | 10 00 |
| ★ Cosmo Horror              | 7 00  | 10 00 |
| ★ Crow Goat                 | 5 00  | 8 00  |
| ★ Crow                      | 3 50  | 5 00  |
| ★ Crown of the ...          | 40    | 1 00  |
| ★ Crimson Mooncane          | 6 00  | 8 00  |
| ★ Crookshank Koblods        | 40    | 1 00  |
| ★ Cyclopsian Mummy          | 15    | 50    |
| ★ Dackon Blackblade         | 10 00 | 15 00 |
| ★ Di'Avanant Archer         | 1 00  | 2 00  |
| ★ Darkkess                  | 40    | 1 00  |
| ★ Devilfall                 | 3 00  | 4 00  |
| ★ Demoniac Torment          | 4 00  | 6 00  |
| ★ Drowning Deep             | 40    | 1 00  |
| ★ Deschmory                 | 8 00  | 12 00 |
| ★ Divine Intervention       | 8 00  | 12 00 |
| ★ Divine Offering           | 40    | 1 00  |
| ★ Divine Transformation     | 7 00  | 10 00 |
| ★ Draw a Card               | 4 00  | 6 00  |
| ★ Duskwood Boats            | 15    | 50    |
| ★ Duskwood Song             | 3 50  | 5 00  |
| ★ Elder Lord Wurm           | 7 00  | 10 00 |
| ★ Elder Spawn               | 7 00  | 10 00 |
| ★ Elder Riders              | 6 00  | 8 00  |
| ★ Elder ...                 | 40    | 1 00  |
| ★ Elder ...                 | 40    | 1 00  |
| ★ Elder ...                 | 15    | 50    |
| ★ Elder ...                 | 1 50  | 2 50  |
| ★ Elder ...                 | 2 00  | 4 00  |

|                          |       |       |
|--------------------------|-------|-------|
| ★ Eureka                 | 18 00 | 25 00 |
| ● Evil Eye Drums-By-Gore | 5 00  | 8 00  |
| ● Fallen Angel           | 4 00  | 6 00  |
| ★ Falling Star           | 10 00 | 15 00 |
| ■ Fent                   | 1 00  | 2 00  |
| ★ Field of Dreams        | 10 00 | 15 00 |
| ■ Fire Spikes            | 40    | 1 00  |
| ★ Firestorm Phoenix      | 18 00 | 30 00 |
| ■ Flash Counter          | .75   | 1.50  |
| ■ Flash Flood            | 40    | 1 00  |
| ● Floral Spurrzem        | 4 00  | 6 00  |
| ■ Force Spike            | 40    | 1 00  |
| ★ Forethought Amulet     | 10 00 | 15 00 |
| ○ Fortified Area         | 75    | 1 50  |



### TOP TEN HOTTEST CARDS

### 5) Baron Sengir

Y'know you read the first two words of the Baron's quote and you begin to wonder what this guy's hobbies are "Beast. Defiler." Beast-defiler? Hey man—we don't wanna know. We'll just leave this guy alone and jump over to No. 4.

|                                       |       |       |
|---------------------------------------|-------|-------|
| ● Frost Giant .....                   | 4 00  | 6 00  |
| ● Gabriel Angelique .....             | 5 00  | 8 00  |
| ■ Gaseous Form .....                  | 15    | 50    |
| ■ Raventails of Chaos .....           | 6 00  | 8 00  |
| ■ Ghosts of the Damned .....          | 40    | 1 00  |
| ■ Giant Slug .....                    | 40    | 1 00  |
| ■ Giant Strength .....                | 40    | 1 00  |
| ■ Giant Turtle .....                  | 40    | 1 00  |
| ■ Glyph of Doom .....                 | 40    | 1 00  |
| ■ Glyph of Delusion .....             | 40    | 1 00  |
| ■ Glyph of Destruction .....          | 40    | 1 00  |
| ■ Glyph of Life .....                 | 15    | 50    |
| ■ Glyph of Reincarnation .....        | 40    | 1 00  |
| ■ Gosta Dirk .....                    | 10 00 | 15 00 |
| ★ Granny Sphere .....                 | 15 00 | 25 00 |
| ○ Great Defender .....                | 3 50  | 5 00  |
| ○ Great Wall .....                    | 3 25  | 4 00  |
| ○ Greater Realm of Preservation ..... | 6 00  | 8 00  |
| ★ Greed .....                         | 5 00  | 8 00  |
| ● Green Mana Battery .....            | 2 50  | 3 50  |
| ● Gwendilyn Di Corei .....            | 12 00 | 15 00 |
| ● Halfdane .....                      | 8 00  | 12 00 |
| ● Hammerheim .....                    | 4 00  | 6 00  |
| ● Hazeton Tamar .....                 | 12 00 | 20 00 |
| ■ Headless Horseman .....             | 15    | 50    |
| ■ Heaven's Gate .....                 | 3 50  | 5 00  |
| ■ Hell Swarm .....                    | 40    | 1 00  |
| ★ Hell's Caretaker .....              | 8 00  | 12 00 |
| ★ Hellfire .....                      | 15 00 | 20 00 |
| ■ Holy Day .....                      | 1 00  | 2 00  |
| ★ Horn of Oodlering .....             | 5 00  | 8 00  |
| ■ Hornet Cobra .....                  | 40    | 1 00  |
| ● Honor of Honors .....               | 4 00  | 6 00  |
| ● Hunting Gjornersen .....            | 3 50  | 5 00  |
| ● Hypersonic Blacksmith .....         | 3 50  | 5 00  |
| ● Ichneumon Druid .....               | 4 00  | 6 00  |
| ● Immolation .....                    | 75    | 1 50  |
| ★ Impression .....                    | 8 00  | 12 00 |
| ★ In the Eye of Chaos .....           | 10 00 | 15 00 |
| ■ Indestructible Aura .....           | 40    | 1 00  |
| ■ Infernal Medusa .....               | 5 00  | 8 00  |
| ★ Infinite Authority .....            | 10 00 | 15 00 |
| ★ Invoke Prejudice .....              | 12 00 | 18 00 |
| ○ Ivory Guardians .....               | 2 00  | 3 00  |
| ● Jacques le Vert .....               | 10 00 | 15 00 |
| ● Jasmine Boreel .....                | 4 00  | 6 00  |
| ● Jedi Ojanen .....                   | 4 00  | 6 00  |
| ● Jerrard of the Closed Fist .....    | 4 00  | 6 00  |
| ● Johan .....                         | 6 00  | 8 00  |
| ★ Jovial Evil .....                   | 10 00 | 15 00 |
| ★ Juxtacon .....                      | 5 00  | 8 00  |

|                                   |       |       |
|-----------------------------------|-------|-------|
| ● Karakas .....                   | 3 50  | 5 00  |
| ■ Kasinu the Lone Wolf .....      | 4 00  | 6 00  |
| ■ Keepers of the Faith .....      | 40    | 1 00  |
| ★ Kei Takahashi .....             | 4 00  | 6 00  |
| ★ Killer Bees .....               | 9 00  | 15 00 |
| ● Kismet .....                    | 6 00  | 8 00  |
| ● Knowledge Vault .....           | 8 00  | 10 00 |
| ● Kobold Drill Sergeant .....     | 6 00  | 8 00  |
| ★ Kobold Overlord .....           | 10 00 | 15 00 |
| ● Kobold Taskmaster .....         | 5 00  | 8 00  |
| ■ Kobolds of Kher Keep .....      | 40    | 1 00  |
| ● Kry Shield .....                | 3 50  | 5 00  |
| ● Lady Calera .....               | 10 00 | 15 00 |
| ● Lady Evangela .....             | 10 00 | 15 00 |
| ● Lady of the Mountain, The ..... | 4 00  | 6 00  |
| ● Lady Orca .....                 | 3 00  | 4 00  |
| ● Land Equilibrium .....          | 10 00 | 15 00 |
| ● Land Tax .....                  | 5 00  | 8 00  |
| ★ Land's Edge .....               | 6 00  | 8 00  |
| ● Lesser Werewolf .....           | 5 00  | 8 00  |
| ● Life Chisel .....               | 4 00  | 6 00  |
| ★ Life Matrix .....               | 10 00 | 15 00 |
| ★ Lifeood .....                   | 12 00 | 18 00 |
| ★ Living Plane .....              | 12 00 | 18 00 |
| ● Livonya Silone .....            | 10 00 | 15 00 |
| ● Lord Magnus .....               | 4 00  | 6 00  |
| ■ Lost Soul .....                 | 15    | 50    |
| ● Mana Drain .....                | 18 00 | 25 00 |
| ● Mana Matrix .....               | 10 00 | 15 00 |
| ● Marble Priest .....             | 3 50  | 5 00  |
| ● Marnault Eldsgard .....         | 2 50  | 3 50  |
| ★ Master of the Hunt .....        | 18 00 | 25 00 |
| ★ Mirror Universe .....           | 45 00 | 70 00 |
| ★ Moot .....                      | 20 00 | 30 00 |
| ★ Mold Demon .....                | 8 00  | 12 00 |
| ■ Moss Monster .....              | 40    | 1 00  |
| ● Mountain Stronghold .....       | 2 00  | 3 00  |
| ● Mountain Yeti .....             | 40    | 1 00  |
| ● Nebuchadnezzar .....            | 8 00  | 12 00 |
| ★ Nether Void .....               | 12 00 | 18 00 |
| ● Nicol Bolos .....               | 10 00 | 15 00 |
| ★ North Star .....                | 12 00 | 15 00 |
| ● Nova Pentacle .....             | 10 00 | 15 00 |
| ■ Osai Vultures .....             | 15    | 50    |
| ● Paladia-Mors .....              | 10 00 | 15 00 |
| ● Part Water .....                | 3 50  | 5 00  |
| ● Pavel Malik .....               | 4 00  | 6 00  |
| ● Pendellhaven .....              | 3 50  | 5 00  |
| ★ Petra Sphinx .....              | 5 00  | 8 00  |
| ■ Pit Scorpion .....              | 15    | 50    |
| ★ Pixie Queen .....               | 10 00 | 15 00 |
| ★ Plonar Gate .....               | 10 00 | 15 00 |
| ● Pradesh Gypsies .....           | 1 50  | 2 50  |
| ● Presence of the Master .....    | 4 00  | 6 00  |
| ● Primordial Ooze .....           | 2 50  | 3 50  |
| ● Princess Lucrezia .....         | 4 00  | 6 00  |
| ★ Psionic Entity .....            | 7 00  | 10 00 |
| ■ Psychic Purga .....             | 75    | 1 50  |
| ● Puppet Master .....             | 2 50  | 3 50  |
| ■ Pyrotechnics .....              | 40    | 1 00  |
| ● Quagmire .....                  | 3 50  | 4 50  |
| ★ Quorum Trench Gnomes .....      | 8 00  | 12 00 |
| ● Rabid Wombat .....              | 4 00  | 6 00  |
| ● Radion Spint .....              | 3 50  | 5 00  |
| ■ Rag'ng Bull .....               | 40    | 1 00  |
| ● Ragnar .....                    | 10 00 | 15 00 |
| ● Ramirez DePietro .....          | 4 00  | 6 00  |
| ● Romies Overdark .....           | 10 00 | 15 00 |
| ★ Rapid Fire .....                | 8 00  | 12 00 |
| ● Rasputin Dreamweaver .....      | 10 00 | 15 00 |
| ★ Rebirth .....                   | 4 00  | 6 00  |
| ★ Recall .....                    | 7 00  | 10 00 |
| ● Red Mana Battery .....          | 2 50  | 3 50  |
| ● Reincarnation .....             | 3 50  | 5 00  |
| ● Relic Barrier .....             | 4 00  | 6 00  |
| ● Relic Blind .....               | 3 00  | 4 00  |
| ■ Remove Enchantments .....       | 1 00  | 2 00  |
| ■ Remove Soul .....               | 40    | 1 00  |
| ● Reset .....                     | 5 00  | 8 00  |
| ★ Revelation .....                | 6 00  | 8 00  |
| ● Reverberation .....             | 10 00 | 15 00 |
| ● Righteous Avengers .....        | 4 00  | 6 00  |
| ★ Ring of Immortals .....         | 10 00 | 15 00 |
| ● Riven Tumbolt .....             | 4 00  | 6 00  |
| ● Ringhath of Kher Keep .....     | 12 00 | 18 00 |
| ● Rubina Soulsinger .....         | 8 00  | 10 00 |
| ■ Rust .....                      | 40    | 1 00  |
| ● Sea King's Blessing .....       | 3 50  | 5 00  |
| ● Seafarer's Quay .....           | 2 00  | 3 00  |
| ● Seeker .....                    | 1 00  | 2 00  |
| ● Segovian Leviathan .....        | 2 50  | 3 50  |
| ★ Sentinel .....                  | 5 00  | 8 00  |
| ● Serpent Generator .....         | 8 00  | 10 00 |
| ■ Shekin Broomie .....            | 40    | 1 00  |



ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

■ COMMON    ● UNCOMMON    ★ RARE



|                               |       |       |
|-------------------------------|-------|-------|
| ● Shield Wall                 | 2.00  | 3.00  |
| ○ Shimmer Night Stalker       | 2.50  | 3.50  |
| ● Silhouette                  | 3.50  | 5.00  |
| ● Sir Shandalar of Eberyn     | 4.00  | 6.00  |
| ● Swirn Scrazam               | 3.00  | 4.00  |
| ● Salfkanar Swamp King        | 8.00  | 10.00 |
| ● Spectral Cloak              | 7.00  | 10.00 |
| ★ Spinal Vortex               | 12.00 | 18.00 |
| ● Spirit Link                 | 7.00  | 10.00 |
| ● Spirit Shackles             | 4.00  | 1.00  |
| ☆ Spiritual Sanctuary         | 8.00  | 12.00 |
| ● Stomach                     | 5.00  | 8.00  |
| ● Storm Seeker                | 5.00  | 7.00  |
| ★ Storm World                 | 8.00  | 12.00 |
| ● Subdue                      | 7.50  | 1.50  |
| ● Sunstone Falconer           | 4.00  | 6.00  |
| ★ Sword of the Ages           | 20.00 | 30.00 |
| ● Syphian Soul                | 7.50  | 1.50  |
| ● Sylvan Library              | 4.00  | 6.00  |
| ● Sylvan Paradise             | 3.50  | 5.00  |
| ★ Tabernacle of Pendrell Vale | 10.00 | 18.00 |
| ● Taklemogget                 | 3.00  | 5.00  |
| ★ Telekinetic                 | 10.00 | 18.00 |
| ★ Teleport                    | 4.00  | 6.00  |
| ★ Tempest Eerie               | 5.00  | 8.00  |
| ● Tetsuo Umezawa              | 12.00 | 18.00 |
| ☆ Thunder Spirit              | 15.00 | 25.00 |
| ★ Time Elemental              | 10.00 | 15.00 |
| ● Tobias Andrian              | 3.00  | 5.00  |
| ● Tolano                      | 3.50  | 5.00  |
| ● Tor Wauki                   | 3.00  | 5.00  |
| ● Torsten Van Ursus           | 4.00  | 6.00  |
| ● Touch of Darkness           | 3.50  | 5.00  |
| ● Transmutation               | 4.00  | 1.00  |
| ★ Transcig                    | 5.00  | 8.00  |
| ● Tukuri Deathlock            | 8.00  | 12.00 |
| □ Tundra Wolves               | 4.00  | 1.00  |
| ★ Typhoon                     | 8.00  | 12.00 |
| ● Underworld                  | 3.00  | 4.00  |
| ● Underworld Dreams           | 12.00 | 20.00 |
| ● Unholy Citadel              | 2.00  | 3.00  |
| ● Untamed Wilds               | 2.00  | 3.00  |
| ● Urborg                      | 3.50  | 5.00  |
| ● Ur-Drago                    | 8.00  | 12.00 |
| ● Vaeetics Asmadi             | 10.00 | 15.00 |
| ● Vampire Bats                | 1.50  | 4.00  |
| ● Venenon Gold                | 4.00  | 1.00  |
| ★ Visions                     | 3.00  | 4.00  |
| ★ Voodoo Doll                 | 6.00  | 10.00 |
| ● Walking Dead                | 4.00  | 1.00  |
| □ Wall of Cellulose           | 4.00  | 1.00  |
| ● Wall of Dust                | 3.00  | 4.00  |
| ● Wall of Earth               | 4.00  | 1.00  |
| ● Wall of Heat                | 4.00  | 1.00  |
| ● Wall of Light               | 3.50  | 5.00  |



## TOP TEN HOTTEST CARDS

#### 4) Autumn Willow

Nope, no bestiality here. What you do have is one of the four *Homelands* cards that are worth their salt. With the special ability to be unforgetable by *anything* Ms. Willow finds her way into almost every green deck.

|                        |       |       |
|------------------------|-------|-------|
| ★ Wall of Oppression   | 3 00  | 4 00  |
| ● Wall of Putrid Flesh | 3 50  | 5 00  |
| ■ Wall of Shadows      | 40    | 1 00  |
| ● Wall of Tombstones   | 3 00  | 4 00  |
| ■ Wall of Vapor        | 40    | 1 00  |
| ● Wall of Wonder       | 2 00  | 3 00  |
| ● Whirling Bervish     | 5 00  | 8 00  |
| ● White Mana Battery   | 2 50  | 3 50  |
| ★ Willow Saver         | 10.00 | 15.00 |

|                   |       |       |
|-------------------|-------|-------|
| ● Winds of Change | 4 00  | 6 00  |
| ★ Winter Blast    | 7 00  | 10 00 |
| ■ Wolverine Pack  | 75    | 1 50  |
| ★ Wood Elemental  | 8 00  | 12 00 |
| ★ Wretched, The   | 10 00 | 15 00 |
| Xira Anan         | 8 00  | 12 00 |
| ■ Zephyr falcon   | 40    | 1 00  |

**THE DARK** 

## WIZARDS OF THE COAST: 1994

|                              |          |        |
|------------------------------|----------|--------|
| Full Set (119 cards) .....   | \$150.00 | 250.00 |
| Booster Pack (8 cards) ..... | 4.00     | 6.00   |
| Booster Box (60 packs) ..... | 240.00   | 325.00 |

| Name                   | Low  | High  |
|------------------------|------|-------|
| ● Amnesia              | 3.00 | 4.00  |
| ● Angry Mob            | 3.00 | 5.00  |
| ★ Apprentice Wizard    | 75   | 1.50  |
| ■ Ashes to Ashes       | 15   | 40    |
| ★ Ball Lightning       | 8.00 | 12.00 |
| ● Banshee              | 1.50 | 2.50  |
| ★ Ball's Cage          | 4.00 | 6.00  |
| ★ Blood Moon           | 6.00 | 8.00  |
| ● Blood of the Martyr  | 2.00 | 3.00  |
| ■ Bog Imp              | 15   | 40    |
| ■ Bog Rats             | 15   | 40    |
| ● Bone Flute           | 1.00 | 2.00  |
| ● Book of Rass         | 2.00 | 3.00  |
| □ Brownwash            | 15   | 40    |
| ● Brothers of Fire     | 1.00 | 2.00  |
| ■ Camarogous Plant     | 15   | 40    |
| ★ Cave People          | 1.50 | 2.50  |
| ★ City of Shadows      | 4.00 | 6.00  |
| ☆ Cleansing            | 5.00 | 8.00  |
| ● Coal Golem           | 2.00 | 3.00  |
| ● Curse Artifact       | 2.00 | 3.00  |
| ★ Dance of Many        | 3.50 | 5.00  |
| Dark Heart of the Wood | 15   | 40    |
| ● Dark Sphere          | 3.50 | 5.00  |
| ■ Deep Water           | 15   | 40    |
| ■ Diabolic Machine     | 2.00 | 3.00  |
| ■ Drowned              | 15   | 40    |
| □ Dust to Dust         | 15   | 40    |
| ● Eater of the Dead    | 4.00 | 6.00  |
| ● Electric Eel         | 1.50 | 2.50  |
| ● Elves of Deep Shadow | 2.50 | 3.50  |
| ■ Erosion              | 15   | 40    |
| ★ Eternal Flame        | 3.50 | 5.00  |
| ☆ Exorcist             | 6.00 | 10.00 |
| ● Fallen, The          | 1.50 | 2.50  |
| ● Fashing              | 1.50 | 2.50  |
| ● Fellowship Stone     | 2.50 | 3.50  |
| □ Festival             | 15   | 40    |
| ■ Fire and Brimstone   | 2.00 | 3.00  |

|                        |       |       |
|------------------------|-------|-------|
| ● Orc General          | 2.50  | 3.50  |
| ● People of the Woods  | 3.00  | 4.00  |
| ▲ Pikeman              | 15    | 40    |
| ▲ Preacher             | 10.00 | 15.00 |
| ★ Psychic Ally         | 4.00  | 6.00  |
| ★ Rag Man              | 4.00  | 6.00  |
| ★ Reflecting Mirror    | 3.50  | 5.00  |
| ■ Rhipide              | 15    | 40    |
| ★ Runesword            | 1.50  | 2.50  |
| ★ Safe Haven           | 3.00  | 4.00  |
| ■ Saven Elves          | 15    | 40    |
| ● Scamew               | 3.50  | 5.00  |
| ★ Scamew Bandits       | 5.00  | 8.00  |
| Scamew Goblins         | 15    | 40    |
| ★ Scamew Hag           | 2.50  | 3.50  |
| ■ Scavenger Folk       | 15    | 40    |
| ★ Season of the Witch  | 5.00  | 8.00  |
| ★ Sisters of the Flame | 75    | 150   |
| ★ Skull of Osm         | 4.00  | 6.00  |
| ★ Sonow's Path         | 3.00  | 4.00  |
| ● Spitting Slug        | 1.50  | 2.50  |
| ▲ Squire               | 15    | 40    |
| ● Standing Stones      | 2.50  | 3.50  |
| ■ Stone Calendar       | 5.00  | 8.00  |
| ■ Sunken City          | 15    | 40    |
| ● Tongue Kelp          | 1.50  | 2.50  |
| ▲ Treacher's Crusade   | 1.50  | 2.50  |
| ● Tormed's Crypt       | 1.50  | 2.50  |
| ● Tower of Corcell     | 1.50  | 2.50  |
| ★ Trauker              | 6.00  | 8.00  |
| ● Uncle Ishvan         | 1.50  | 2.50  |
| ■ Venom                | 15    | 40    |
| ● Wend of Ith          | 3.00  | 4.00  |
| ● War Borge            | 3.50  | 5.00  |
| ■ Water Worm           | 15    | 40    |
| ● Whippoonwill         | 2.50  | 3.50  |
| ● Wuth Hunter          | 5.00  | 8.00  |
| ■ Word of Binding      | 15    | 40    |
| ★ Worms of the Earth   | 4.00  | 7.00  |
| ★ Woodmoor Treefolk    | 4.00  | 7.00  |

**FALLEN EMPIRES** 

WIZARDS OF THE COAST 1994

|                        |         |       |
|------------------------|---------|-------|
| Full Set (187 cards)   | \$40.00 | 60.00 |
| Booster Pack (8 cards) | .60     | 1.20  |
| Booster Box (60 packs) | 30.00   | 55.00 |

[illegible]

|                            |      |      |
|----------------------------|------|------|
| ■ Horned Warrior           | 10   | 40   |
| ■ Hymn to Tawarikh         | 10   | 40   |
| ■ Ictian Infantry          | 10   | 40   |
| ■ Ictian Javelineers       | 10   | 40   |
| ☆ Ictian Lieutenant        | 2.00 | 3.00 |
| ■ Ictian Moneychanger      | 10   | 40   |
| ■ Ictian Phoenix           | 50   | 1.25 |
| ○ Ictian Priest            | 50   | 1.25 |
| ■ Ictian Scout             | 10   | 40   |
| ☆ Ictian Skirmishers       | 2.50 | 4.00 |
| ★ Ictian Store             | 2.50 | 4.00 |
| ○ Ictian Town              | 3.00 | 5.00 |
| ★ Implements of Sacrifice  | 1.00 | 2.00 |
| ■ Innates of the Ebon Hand | 10   | 40   |
| ■ Mercenary                | 10   | 40   |
| ■ Mindstab Thrall          | 10   | 40   |
| ■ Necrite                  | 10   | 40   |
| ■ Night Soil               | 10   | 40   |
| ● Orkish Captain           | 50   | 1.25 |
| ■ Orkish Spy               | 10   | 40   |
| ● Orkish Veteran           | 10   | 40   |
| ■ Order of Lanthor         | 10   | 40   |
| ■ Order of the Ebon Hand   | 10   | 40   |
| ★ Orog                     | 2.50 | 4.00 |
| ● Rading Party             | 50   | 1.25 |
| ★ Rainbow Vale             | 3.00 | 4.00 |
| ★ Ring of Renewal          | 2.00 | 3.00 |
| ★ River Merfolk            | 2.00 | 3.00 |
| ● Ruins of Trolkar         | 75   | 1.50 |
| ★ Sand Sails               | 1.50 | 2.50 |
| ● Seasinger                | 1.25 | 2.00 |
| ● Soul Exchange            | 75   | 1.50 |
| ★ Spirit Shield            | 2.00 | 3.00 |
| ● Spore Cloud              | 10   | 40   |
| ● Spore Flower             | 50   | 1.25 |
| ● Sryelunite Priest        | 50   | 1.25 |
| ■ Sryelunite Temple        | 50   | 1.25 |
| ■ Thrall                   | 10   | 40   |
| ● Thrall Devourer          | 50   | 1.25 |
| ● Thrall's Charm           | 50   | 1.25 |
| ● Thrall's Curse           | 2.00 | 3.00 |
| ● Thrall's Druid           | 50   | 1.25 |
| ★ Thrall's Monk            | 2.00 | 3.00 |
| ● Thrall's Thief           | 10   | 40   |
| ★ Thrall's Champion        | 3.00 | 5.00 |
| ● Thrall's Putscher        | 50   | 1.25 |
| ● Thrall's Wizard          | 50   | 1.25 |
| ● Tide-Fruit               | 10   | 40   |
| ● Tideretrieve             | 10   | 40   |
| ● Tideretrieve             | 10   | 40   |
| ● Tideretrieve             | 10   | 40   |
| ★ Tideretrieve (Slate)     | 2.00 | 3.00 |
| ● Tideretrieve Knights     | 3.00 | 5.00 |
| ■ Tideretrieve Mage        | 10   | 40   |
| ■ Tideretrieve Summoner    | 10   | 40   |
| ★ Tideretrieve War Machine | 2.50 | 3.50 |
| ★ Tideretrieve Wizard      | 2.00 | 3.00 |

ICE AGE 

## WIZARDS OF THE COAST 1995

|                                   |          |        |
|-----------------------------------|----------|--------|
| Full Set (383 cards) . . . . .    | \$375.00 | 450.00 |
| Starter Deck (60 cards) . . . . . | 70.00    | 16.00  |
| Starter Box (10 decks) . . . . .  | 90.00    | 150.00 |
| Booster Pack (15 cards) . . . . . | 2.50     | 3.50   |
| Booster Box (36 packs) . . . . .  | 90.00    | 125.00 |

| Name                   | Low  | High |
|------------------------|------|------|
| ● Abyssal Specter      | 2.00 | 3.00 |
| ● Adaptor Sentinel     | 2.00 | 3.00 |
| □ Adaptor Unicorn      | .15  | .40  |
| ☆ Adaptor Wastes       | 4.00 | 6.00 |
| ☆ Angels of the Moon   | 4.00 | 6.00 |
| ● Aggressum            | 2.00 | 3.00 |
| ▲ Alter of Bone        | 4.00 | 6.00 |
| ☆ Amulet of Quetz      | 4.00 | 6.00 |
| ● Anarchy              | 2.00 | 3.00 |
| ● Arctic Foes          | .15  | .40  |
| ● Arcum's Slaughter    | 1.50 | 2.50 |
| ● Arcum's Woodthruvane | 1.50 | 2.50 |
| ● Arcum's Whistle      | 1.50 | 2.50 |
| □ Armonson's Burn      | .15  | .40  |
| □ Armor of Faith       | .15  | .40  |
| ▲ Arnold's Ascent      | .15  | .40  |
| ● Ashen Ghoul          | 1.50 | 2.50 |
| ■ Assassin             | .15  | .40  |
| ● Assault              | 2.00 | 3.00 |
| ■ Blackout Backbones   | .15  | .40  |
| ■ Blackout Plan        | .15  | .40  |
| ● Blackout Sentinel    | .50  | 2.50 |
| ★ Blackout Tiger       | 6.00 | 8.00 |
| ■ Blackout Shaman      | .15  | .40  |
| ■ Blackout Sentries    | .15  | .40  |
| ■ Blackout Sentinel    | .15  | .40  |
| ● Bator of Monia       | 2.00 | 3.00 |
| ● Bottle Era           | 1.50 | 2.50 |



## price guide

|                               |       |       |
|-------------------------------|-------|-------|
| ● Battle Frenzy               | 15    | 40    |
| ● Binding Grass               | 2.00  | 3.00  |
| ● Black Scarab                | 1.50  | 2.50  |
| ● Blessed Wine                | 15    | 40    |
| ● Blinding Spirit             | 5.00  | 7.00  |
| ★ Blizzard                    | 4.00  | 6.00  |
| ● Black Scarab                | 1.50  | 2.50  |
| ● Bone Shaman                 | 15    | 40    |
| ● Brainstorm                  | 15    | 40    |
| ★ Brand of All Omen           | 5.00  | 7.00  |
| ● Breath of Dreams            | 1.50  | 2.50  |
| ● Brine Shaman                | 15    | 40    |
| ● Brown Ouphe                 | 15    | 40    |
| ★ Brushland                   | 4.00  | 6.00  |
| ● Burnt Offering              | 15    | 40    |
| ☆ Call to Arms                | 5.00  | 7.00  |
| ☆ Carbow Range                | 5.00  | 7.00  |
| ★ Celestial Sword             | 4.00  | 6.00  |
| ★ Centaur Archer              | 1.50  | 2.50  |
| ★ Chaos Lord                  | 5.00  | 7.00  |
| ★ Chaos Moon                  | 5.00  | 7.00  |
| ★ Chromatic Armor             | 5.00  | 7.00  |
| ● Chub Toad                   | 15    | 40    |
| □ Circle of Protection: Black | 15    | 40    |
| □ Circle of Protection: Blue  | 15    | 40    |
| □ Circle of Protection: Green | 15    | 40    |
| □ Circle of Protection: Red   | 15    | 40    |
| □ Circle of Protection: White | 15    | 40    |
| ● Clavomancy                  | 15    | 40    |
| ● Cloak of Confusion          | 15    | 40    |
| ● Cold Snap                   | 2.00  | 3.00  |
| ● Conquer                     | 2.00  | 3.00  |
| ● Cooperation                 | 15    | 40    |
| ● Counterspell                | 15    | 40    |
| ★ Crown of the Ages           | 5.00  | 7.00  |
| ★ Curse of Mont Lago          | 5.00  | 7.00  |
| ★ Dance of the Dead           | 2.50  | 3.00  |
| ● Dark Hurling                | 15    | 40    |
| ★ Dark Ritual                 | 15    | 40    |
| ● Death Ward                  | 15    | 40    |
| ★ Deflection                  | 10.00 | 18.00 |
| ● Demonic Consultation        | 2.50  | 3.00  |
| ★ Despoiled Scepter           | 4.00  | 6.00  |
| ● Diabolic Vision             | 2.00  | 3.00  |
| ● Dire Wolves                 | 15    | 40    |
| ● Disenchant                  | 15    | 40    |
| ★ Dred Night                  | 4.00  | 6.00  |
| ● Dreams of the Dead          | 1.50  | 2.50  |
| ● Drift of the Dead           | 2.00  | 3.00  |
| ● Drought                     | 2.00  | 3.00  |
| ★ Dwarfven Armory             | 6.00  | 7.00  |
| ● Earthlink                   | 5.00  | 7.00  |
| ● Earthlore                   | 15    | 40    |
| ● Elder Druid                 | 4.00  | 6.00  |
| ● Elemental Augury            | 5.00  | 7.00  |
| ★ Elkan Battle                | 4.00  | 6.00  |
| ★ Elvish Healer               | 15    | 40    |
| ☆ Enduring Renewal            | 6.00  | 8.00  |
| ● Energy Storm                | 5.00  | 7.00  |
| ● Enervate                    | 15    | 40    |
| ● Errant Minion               | 15    | 40    |
| ● Errantry                    | 15    | 40    |
| ● Essence Filter              | 5     | 40    |
| ● Essence Flare               | 15    | 40    |
| ● Essence Vortex              | 1.50  | 2.50  |
| ● Fanatical Fever             | 2.00  | 3.00  |
| ● Fear                        | 15    | 40    |
| ● Fiery Justice               | 4.00  | 6.00  |
| ● Fire Covenant               | 2.00  | 3.00  |
| ● Flame Spirit                | 2.00  | 3.00  |
| ● Flare                       | 15    | 40    |
| ● Flooded Woodlands           | 4.00  | 6.00  |
| ★ Flow of Maggots             | 5.00  | 7.00  |
| ● Folk of the Fines           | 15    | 40    |
| ★ Forbidden Lore              | 4.00  | 6.00  |
| ● Force Void                  | 1.50  | 2.50  |
| ● Forest                      | 05    | 10    |
| ● Forgotten Lore              | 2.00  | 3.00  |
| ● Formhaze                    | 5.00  | 7.00  |
| ● Foul Familiar               | 15    | 40    |
| ● Foxfire                     | 15    | 40    |
| ● Freyalise Suppliant         | 1.50  | 2.50  |
| ● Freyalise's Charm           | 1.50  | 2.50  |
| ★ Freyalise's Winds           | 4.00  | 6.00  |

|                   |      |      |
|-------------------|------|------|
| ● Fumarel         | 2.00 | 3.00 |
| ● Fyrligo         | 15   | 40   |
| ● Fyndhorn Bow    | 1.50 | 2.50 |
| ● Fyndhorn Bowrwe | 15   | 40   |
| ● Fyndhorn Elder  | 2.00 | 3.00 |
| ● Fyndhorn Elves  | 15   | 40   |
| ★ Fyndhorn Potten | 4.00 | 6.00 |



## TOP TEN HOTTEST CARDS

## 3) Deflection

Each morning it wry back towards its former No. 1 slot: the impossibly useful Deflection, which retargets a spell to something else of your choosing, helps cement blue as the most amazing Magic color.

|                         |       |       |
|-------------------------|-------|-------|
| ★ Game of Chaos         | 5.00  | 7.00  |
| ★ Gargantuan Zombies    | 15    | 40    |
| ● Giant's Palm          | 15    | 40    |
| ● Giant's Lark          | 5.00  | 7.00  |
| ● Giant's Home          | 6.00  | 8.00  |
| ● Giant's Growth        | 15    | 40    |
| ● Giant's Leap          | 2.50  | 3.50  |
| ● Giant's Spider        | 2.00  | 3.00  |
| ● Giant's Trunk         | 4.00  | 6.00  |
| ● Giant's Wall          | 1.50  | 2.50  |
| ● Giant's Wings         | 4.00  | 6.00  |
| ● Giant's Yoke          | 4.00  | 6.00  |
| ● Goblin Mutant         | 2.00  | 3.00  |
| ● Goblin Sappers        | 15    | 40    |
| ● Goblin Sla Patrol     | 15    | 40    |
| ● Goblin Snowman        | 2.00  | 3.00  |
| ● Goblin Pack           | 15    | 40    |
| ★ Gravebind             | 4.00  | 6.00  |
| ● Green Scarab          | 1.50  | 2.50  |
| ● Grizzled Wolfen       | 15    | 40    |
| ● Hallowed Ground       | 1.50  | 2.50  |
| ★ Halls of Mist         | 4.00  | 6.00  |
| ● Heal                  | 15    | 40    |
| ★ Hecatomb              | 6.00  | 8.00  |
| ● Hermatic Talisman     | 1.50  | 2.50  |
| ● Hesperon              | 1.50  | 2.50  |
| ● Hoar Shade            | 15    | 40    |
| ★ Hot Springs           | 4.00  | 6.00  |
| ● Howl from Beyond      | 15    | 40    |
| ● Humane                | 1.50  | 2.50  |
| ● Hypnotic Lure         | 2.00  | 3.00  |
| ● Hydroblast            | 15    | 40    |
| ● Hymn of Rebirth       | 2.00  | 3.00  |
| ● Ice Berg              | 2.00  | 3.00  |
| ● Ice Cauldron          | 5.00  | 7.00  |
| ● Ice Floe              | 2.50  | 4.00  |
| ● Icequake              | 2.50  | 4.00  |
| ● Ice Manipulator       | 9.00  | 15.00 |
| ● Ice Prison            | 5.00  | 7.00  |
| ● Illusionary Forces    | 15    | 40    |
| ● Illusionary Presence  | 3.00  | 5.00  |
| ● Illusionary Terrain   | 1.50  | 2.50  |
| ● Illusionary Wall      | 15    | 40    |
| ● Illusions of Grandeur | 5.00  | 7.00  |
| ★ Imposing Visage       | 15    | 40    |
| ● Incarnate             | 15    | 40    |
| ★ Infernal Darkness     | 5.00  | 7.00  |
| ★ Infernal Denizen      | 5.00  | 7.00  |
| ● Infinite Hourglass    | 5.00  | 7.00  |
| ● Infuse                | 15    | 40    |
| ● Island                | 05    | 10    |
| ★ Jester's Cap          | 18.00 | 30.00 |
| ● Jester's Mask         | 2.00  | 3.00  |
| ● Jeweled Anulet        | 2.00  | 3.00  |
| ● Jhalli Wurm           | 2.00  | 3.00  |
| ● Jokulhaups            | 6.00  | 8.00  |
| ● Juniper Order Druid   | 15    | 40    |

|                        |      |      |
|------------------------|------|------|
| ○ Justice              | 2.00 | 3.00 |
| ★ Karplusan Forest     | 4.00 | 6.00 |
| ★ Karplusan Giant      | 2.00 | 3.00 |
| ★ Karplusan Yell       | 5.00 | 8.00 |
| ● Kelsian Ranger       | 15   | 40   |
| ● Keldoran Dead        | 15   | 40   |
| ● Keldoran Elite Guard | 2.00 | 3.00 |



## TOP TEN HOTTEST CARDS

## 2) Icy Manipulator

Who replaced the cool hand holding the ball icy art with this crappy Tinker-Toy nonsense? "Bone crank," my ass! Gimme the old icy! Well, regardless of the art, the icy remains one of Magic's most versatile, bestest cards.

|                         |      |       |
|-------------------------|------|-------|
| ● Keldoran Frostbeast   | 2.00 | 3.00  |
| ● Keldoran Guard        | 15   | 40    |
| ★ Keldoran Knight       | 5.00 | 7.00  |
| ★ Keldoran Phoenix      | 5.00 | 7.00  |
| ★ Keldoran Royal Guard  | 5.00 | 7.00  |
| ● Keldoran Skycaptain   | 2.00 | 3.00  |
| ● Keldoran Skyknight    | 15   | 40    |
| ● Keldoran Warrior      | 15   | 40    |
| ● Knights of Stromgold  | 1.50 | 2.50  |
| ● Kronian Elemental     | 2.00 | 3.00  |
| ● Kronian Feth          | 15   | 40    |
| ● Kronian Sorcerer      | 15   | 40    |
| ● Kronian Vampire       | 3.00 | 5.00  |
| ★ Land Cap              | 4.00 | 6.00  |
| ● Lapis Lazuli Talisman | 1.50 | 2.50  |
| ★ Lava Burst            | 15   | 40    |
| ★ Lava Tubes            | 4.00 | 6.00  |
| ● Legion of Lm-Dol      | 15   | 40    |
| ● Leshroc's Rite        | 1.50 | 2.50  |
| ● Leshroc's Sign        | 1.50 | 2.50  |
| ● Lhurgoyl              | 6.00 | 10.00 |
| ★ Lm-Dol's Cohort       | 15   | 40    |
| ● Lm-Dol's Hex          | 1.50 | 2.50  |
| ● Lightning Bolt        | 4.00 | 6.00  |
| ★ Lost Order of Jarkeld | 5.00 | 7.00  |
| ● Lure                  | 1.50 | 2.50  |
| ● Madding Wind          | 1.50 | 2.50  |
| ★ Magus of the Unseen   | 5.00 | 8.00  |
| ● Malachite Talisman    | 1.50 | 2.50  |
| ★ Marton Stromgold      | 8.00 | 12.00 |
| ● Melee                 | 1.50 | 2.50  |
| ● Melting               | 1.50 | 2.50  |
| ★ Mercenaries           | 3.00 | 5.00  |
| ● Mercenary Ri Berit    | 5.00 | 7.00  |
| ★ Mesmeric Trance       | 4.00 | 6.00  |
| ● Meteor Shower         | 15   | 40    |
| ● Mind Ravel            | 15   | 40    |
| ● Mind Warp             | 2.50 | 3.50  |
| ★ Mind Whip             | 3.00 | 5.00  |
| ★ Minion of Leshroc     | 6.00 | 8.00  |
| ★ Minion of Teshes Szat | 5.00 | 7.00  |
| ● Mistfolk              | 15   | 40    |
| ● Mole Worms            | 1.50 | 2.50  |
| ● Monsoon               | 4.00 | 6.00  |
| ● Moorland              | 15   | 40    |
| ● Mountain              | 05   | 10    |
| ● Mountain Goat         | 15   | 40    |
| ● Mountain Titan        | 4.00 | 6.00  |
| ★ Mudslide              | 4.00 | 6.00  |
| ★ Muscra                | 5.00 | 7.00  |
| ★ Mystic Might          | 4.00 | 6.00  |
| ● Mystic Remora         | 15   | 40    |
| ● Nacre Talisman        | 1.50 | 2.50  |
| ● Naked Singularity     | 5.00 | 7.00  |
| ● Nature's Lore         | 1.50 | 2.50  |
| ★ Necropotence          | 5.00 | 7.00  |
| ● Nornit                | 15   | 40    |

|                             |      |       |
|-----------------------------|------|-------|
| ★ Oath of Lm-Dol            | 4.00 | 6.00  |
| ● Onyx Talisman             | 1.50 | 2.50  |
| ● Orash Cannoneers          | 1.50 | 2.50  |
| ● Orash Conscripts          | 15   | 40    |
| ● Orash Farmer              | 15   | 40    |
| ● Orash Healer              | 1.50 | 2.50  |
| ● Orash Librarian           | 4.00 | 6.00  |
| ★ Orash Lumberjack          | 15   | 40    |
| ★ Orash Squatters           | 4.00 | 6.00  |
| ★ Order of the Sacred Torch | 5.00 | 7.00  |
| ○ Order of the White Shield | 2.00 | 3.00  |
| ● Pale Bears                | 3.00 | 5.00  |
| ● Panic                     | 15   | 40    |
| ● Pentagram of the Ages     | 6.00 | 8.00  |
| ● Pestilence Rats           | 15   | 40    |
| ● Phantom's About           | 2.00 | 3.00  |
| ● Pit Trap                  | 1.50 | 2.50  |
| ● Plains                    | 05   | 10    |
| ★ Polar Kraken              | 7.00 | 10.00 |
| ● Portent                   | 15   | 40    |
| ● Power Sink                | 15   | 40    |
| ★ Pax                       | 5.00 | 7.00  |
| ★ Prismatic Ward            | 15   | 40    |
| ★ Pygmy Allosaurus          | 4.00 | 6.00  |
| ● Pyknote                   | 15   | 40    |
| ● Pyroblast                 | 15   | 40    |
| ● Pyroclasm                 | 2.00 | 3.00  |
| ● Rally                     | 15   | 40    |
| ● Ray of Command            | 15   | 40    |
| ● Ray of Erasure            | 15   | 40    |
| ● Reality Twist             | 5.00 | 8.00  |
| ● Reclamation               | 4.00 | 6.00  |
| ● Red Scarab                | 1.50 | 2.50  |
| ● Regeneration              | 15   | 40    |
| ● Rime Dryad                | 15   | 40    |
| ★ Ritual of Subdual         | 5.00 | 7.00  |
| ★ River Delta               | 4.00 | 6.00  |
| ★ Rusted Aeth               | 5.00 | 7.00  |
| ● Sabretooth Tiger          | 15   | 40    |
| ○ Sacred Boon               | 1.50 | 2.50  |
| ● Scaled Worm               | 15   | 40    |
| ● Sea Spirit                | 2.00 | 3.00  |
| ● Seizures                  | 15   | 40    |
| ★ Seraph                    | 9.00 | 12.00 |
| ● Shambling Sinder          | 15   | 40    |
| ● Shatter                   | 15   | 40    |
| ● Shield Bearer             | 15   | 40    |
| ● Shield of the Ages        | 1.50 | 2.50  |
| ★ Shyft                     | 5.00 | 7.00  |
| ★ Sibylli Spirit            | 5.00 | 7.00  |
| ● Silver Ema                | 2.00 | 3.00  |
| ● Skeleton Ship             | 5.00 | 7.00  |
| ● Skull Catequil            | 2.00 | 3.00  |
| ● Sleight of Mind           | 2.50 | 3.50  |
| ● Snow-Covered Forest       | 15   | 40    |
| ● Snow-Covered Island       | 15   | 40    |
| ● Snow-Covered Mountain     | 15   | 40    |
| ● Snow-Covered Plains       | 15   | 40    |
| ● Snow-Covered Swamp        | 15   | 40    |
| ● Snow Devil                | 15   | 40    |
| ★ Snow Fortress             | 5.00 | 7.00  |
| ○ Snow Hound                | 1.50 | 2.50  |
| ● Snowblind                 | 4.00 | 6.00  |
| ● Snowfall                  | 15   | 40    |
| ● Soldev Golem              | 4.00 | 6.00  |
| ● Soldevi Machinist         | 1.50 | 2.50  |
| ● Soldevi Simulacrum        | 1.50 | 2.50  |
| ● Songs of the Damned       | 15   | 40    |
| ● Soul Barrier              | 1.50 | 2.50  |
| ● Soul Burn                 | 15   | 40    |
| ● Soul Kiss                 | 15   | 40    |
| ● Spectral Shield           | 2.00 | 3.00  |
| ★ Spoils of Evil            | 4.00 | 6.00  |
| ★ Spoils of War             | 5.00 | 7.00  |
| ★ Staff of the Ages         | 4.00 | 6.00  |
| ★ Stampede                  | 5.00 | 7.00  |
| ● Stench of Evil            | 2.00 | 3.00  |
| ● Stone Rain                | 15   | 40    |
| ● Stone Spirit              | 1.50 | 2.50  |
| ● Stonehands                | 15   | 40    |
| ● Storm Spirit              | 5.00 | 7.00  |
| ● Stormbird                 | 5.00 | 7.00  |
| ★ Stormgold Cabal           | 4.00 | 6.00  |
| ★ Stunted Growth            | 4.00 | 6.00  |
| ★ Sulfurous Springs         | 4.00 | 6.00  |
| ● Sunstone                  | 1.50 | 2.50  |
| ● Swamp                     | 05   | 10    |
| ○ Swords to Plowshares      | 1.50 | 2.50  |
| ● Taipan                    | 15   | 40    |
| ● Thermokast                | 1.50 | 2.50  |
| ● Thoughtleech              | 1.50 | 2.50  |
| ● Thunder Wall              | 2.00 | 3.00  |
| ★ Timberline Ridge          | 4.00 | 6.00  |
| ★ Time Bomb                 | 5.00 | 7.00  |





|                        |      |      |
|------------------------|------|------|
| ■ Tinder Wall          | 15   | 40   |
| ★ Tor Giant            | 15   | 40   |
| ★ Total War            | 4.00 | 6.00 |
| ■ Touch of Death       | 15   | 40   |
| ● Touch of Vile        | 1.50 | 2.50 |
| ★ Trailblazer          | 4.00 | 6.00 |
| ● Underground River    | 4.00 | 6.00 |
| ★ Updraft              | 1.50 | 2.50 |
| ★ Urza's Bubble        | 1.50 | 2.50 |
| ★ Veldr                | 4.00 | 6.00 |
| ● Venomous Breath      | 1.50 | 2.50 |
| ● Verigo               | 1.50 | 2.50 |
| ★ Vexing Arcanix       | 5.00 | 7.00 |
| ● Vibrating Sphere     | 4.00 | 6.00 |
| ● Walking Wall         | 2.50 | 3.50 |
| ● Wall of Lava         | 2.50 | 3.50 |
| ● Wall of Pine Needles | 2.00 | 3.00 |
| ● Wall of Shields      | 2.00 | 3.00 |
| ● War Chanot           | 2.00 | 3.00 |
| □ Warning              | 15   | 40   |
| ● Whalebone Glider     | 1.50 | 2.50 |
| ○ White Scarab         | 1.50 | 2.50 |
| ● Whiteout             | 2.00 | 3.00 |
| ★ Wings                | 5.00 | 7.00 |
| ● Wild Growth          | 15   | 40   |
| ● Wind Spirit          | 2.00 | 3.00 |
| ★ Wings of Aesthir     | 2.00 | 3.00 |
| ★ Winter's Chill       | 5.00 | 7.00 |
| ● Withering Wisps      | 1.50 | 2.50 |
| ■ Woolly Mammoths      | 15   | 40   |
| ■ Woolly Spider        | 15   | 40   |
| ● Word of Blessing     | 1.50 | 2.50 |
| ● Word of Undoing      | 15   | 40   |
| ★ Wrath of Mant Loke   | 4.00 | 6.00 |
| ● Yawmaya Gnats        | 2.00 | 3.00 |
| ● Zur's Weirder        | 4.00 | 6.00 |
| ● Zuran Enchanter      | 15   | 40   |
| ■ Zuran Orb            | 3.00 | 5.00 |
| ★ Zuran Spellcaster    | 15   | 40   |

# CHRONICLES

|                            |         |        |
|----------------------------|---------|--------|
| WIZARDS OF THE COAST- 1995 |         |        |
| Full Set (125 cards)       | \$70.00 | 100.00 |
| Booster Pack (12 cards)    | 1.75    | 2.50   |
| Booster Box (45 packs)     | 75.00   | 110.00 |

| Name                      | Low  | High |
|---------------------------|------|------|
| ▷ Abu Ja'far              | 1.00 | 2.00 |
| ■ Active Volcano          | 15   | 40   |
| ★ Akran Legionnaire       | 2.50 | 3.50 |
| ★ Aladdin                 | 4.00 | 6.00 |
| ★ Angelic Voices          | 3.00 | 5.00 |
| ■ Arcades Sababli         | 5.00 | 8.00 |
| ★ Arena of the Ancients   | 3.00 | 5.00 |
| ■ Argothian Pixies        | 15   | 40   |
| ■ Ashnod's Altar          | 25   | 75   |
| ■ Ashnod's Transmogrifier | 25   | 75   |
| ■ Axelrod Gunnarson       | 3.00 | 5.00 |
| ■ Ayesha Tanaka           | 2.00 | 3.00 |
| ■ Azure Drake             | 75   | 150  |
| ● Banshee                 | 25   | 75   |
| ● Baril's Coga            | 1.50 | 2.50 |
| ● Beasts of Bogardan      | 75   | 150  |
| ○ Blood of the Martyr     | 25   | 75   |
| ★ Blood Moon              | 4.00 | 6.00 |
| ■ Bog Rats                | 15   | 40   |
| ★ Book of Rass            | 1.50 | 2.50 |
| ■ Boomerang               | 15   | 40   |
| ★ Bronze Horse            | 2.00 | 3.00 |
| ■ Cat Warriors            | 15   | 40   |
| ■ Chromium                | 5.00 | 8.00 |
| ★ City of Brass           | 5.00 | 8.00 |
| ● Cocoon                  | 1.50 | 2.50 |
| ★ Concordant Crossroads   | 4.00 | 6.00 |
| ★ Crow Giant              | 2.00 | 3.00 |
| ■ Cuombajj Witches        | 15   | 40   |
| ● Cyclone                 | 2.00 | 4.00 |
| ★ D'Avenant Archer        | 25   | 75   |
| ★ Dakkon Blackblade       | 5.00 | 8.00 |
| ★ Dance of Many           | 2.00 | 3.00 |
| ■ Dandon                  | 15   | 40   |
| ■ Divine Offering         | 15   | 40   |
| ■ Emerald Dragonfly       | 15   | 40   |
| ■ Enchantment Alteration  | 25   | 75   |
| ■ Ertanm Djin             | 3.00 | 5.00 |
| ● Fallen, The             | 75   | 150  |
| ● Fallen Angel            | 2.00 | 3.00 |
| ● Feldon's Cone           | 75   | 150  |
| ● Fire Drake              | 75   | 150  |
| ● Fishfood Q1             | 15   | 40   |
| ● Fish Flood              | 15   | 40   |
| ● Fountain of Youth       | 25   | 75   |
| ● Gabriel Angelfire       | 4.00 | 6.00 |
| ★ Ghouls of Chaos         | 4.00 | 6.00 |



## TOP TEN HOTTEST CARDS

### 1) Jester's Cap

The next person to Cop us gets a belt to the head and a punch in the throat. Stupid card. Unless it's in tournament play, feel free to take a hole-puncher and go to town on this annoying piece of cardboard whenever it's used against you

|                               |      |      |
|-------------------------------|------|------|
| ■ Ghazban Ogre                | 15   | 40   |
| ■ Giant Slug                  | 15   | 40   |
| ● Goblin Artisans             | 25   | 75   |
| ■ Goblin Digging Team         | 15   | 40   |
| ■ Goblin Shrine               | 15   | 40   |
| ■ Goblins of the Flag         | 15   | 40   |
| ■ Hasran Ogre                 | 15   | 40   |
| ★ Hell's Coremaker            | 5.00 | 8.00 |
| ★ Horn of Deafening           | 2.50 | 4.00 |
| □ Indestructible Aura         | 15   | 40   |
| ○ Ivory Guardians             | 75   | 150  |
| ■ Jalam Tome                  | 1.00 | 2.00 |
| ★ Jeweled Bird                | 1.00 | 2.00 |
| ■ Jahan                       | 5.00 | 7.00 |
| ★ Juxtapose                   | 2.50 | 3.50 |
| □ Keepers of the Faith        | 15   | 40   |
| ■ Kai Takahashi               | 50   | 100  |
| ★ Land's Edge                 | 4.00 | 6.00 |
| ★ Living Armor                | 75   | 150  |
| ■ Maelkohl Elsdragon          | 75   | 150  |
| ■ Metamorphosis               | 15   | 40   |
| ■ Mountain Yeti               | 15   | 40   |
| ■ Nebuchadnezzar              | 4.00 | 6.00 |
| ■ Nicol Bolos                 | 5.00 | 7.00 |
| ★ Obelisk of Undoing          | 3.00 | 5.00 |
| ■ Palladia-Mars               | 5.00 | 7.00 |
| ★ Petra Sphynx                | 2.50 | 4.00 |
| ● Primordial Ooze             | 75   | 150  |
| ● Puppet Master               | 75   | 150  |
| ● Rabid Wombat                | 1.50 | 2.50 |
| ● Rakalite                    | 1.50 | 2.50 |
| ● Recall                      | 3.00 | 5.00 |
| ● Remove Soul                 | 15   | 40   |
| □ Repentant Blacksmith        | 15   | 40   |
| ★ Revelation                  | 2.50 | 4.00 |
| ■ Rubina Soulsinger           | 4.00 | 6.00 |
| ■ Runesword                   | 25   | 75   |
| ★ Safe Haven                  | 1.50 | 2.50 |
| ■ Scavenger Folk              | 15   | 40   |
| ★ Sentinel                    | 2.50 | 4.00 |
| ★ Serpent Generator           | 4.00 | 6.00 |
| ○ Shield Wall                 | 75   | 150  |
| ■ Shimmer Night Stalker       | 75   | 150  |
| ■ Swift Scrazam               | 50   | 100  |
| ■ Sol'kanor the Swamp King    | 5.00 | 7.00 |
| ■ Stang                       | 3.00 | 5.00 |
| ● Storm Seeker                | 1.50 | 2.50 |
| ★ Takklemaggot                | 1.50 | 2.50 |
| ★ Teleport                    | 2.00 | 4.00 |
| ■ Tobias Andron               | 50   | 100  |
| ■ Tor Waski                   | 50   | 100  |
| ■ Tormod's Crypt              | 25   | 75   |
| ■ Transmutation               | 15   | 40   |
| ★ Trissac                     | 3.00 | 4.00 |
| ● Urza's Mine (4 versions)    | 15   | 40   |
| ● Urza's Power Plant (4 ver.) | 15   | 40   |
| ● Urza's Tower (4 versions)   | 15   | 40   |
| ● Vaeuuchs Asmodi             | 5.00 | 7.00 |
| ★ Voodoo Bell                 | 2.50 | 4.00 |
| ■ Wall of Heat                | 75   | 150  |
| ■ Wall of Opposition          | 75   | 150  |
| ■ Wall of Shadows             | 15   | 40   |
| ■ Wall of Vapor               | 15   | 40   |
| ● Wall of Wonder              | 75   | 150  |

|                  |      |      |
|------------------|------|------|
| □ War Elephant   | 15   | 40   |
| ▷ Witch Hunter   | 1.50 | 3.00 |
| ★ Wretched, The  | 5.00 | 7.00 |
| ■ Xiro Anen      | 2.50 | 4.00 |
| ★ Yawgmoth Demon | 3.00 | 5.00 |

## HOMELANDS

|                            |          |        |
|----------------------------|----------|--------|
| WIZARDS OF THE COAST- 1995 |          |        |
| Full Set (140 cards)       | \$120.00 | 160.00 |
| Booster Pack (8 cards)     | 1.75     | 2.75   |
| Booster Box (60 packs)     | 90.00    | 150.00 |

| Name                            | Low  | High  |
|---------------------------------|------|-------|
| ▷ Abbey Gargoyles               | 1.00 | 2.00  |
| ■ Abbey Maroon (ver. 1)         | 15   | 50    |
| ■ Abbey Maroon (ver. 2)         | 15   | 50    |
| ★ Ether Storm                   | 2.00 | 3.00  |
| ■ Albin's Tower (ver. 1)        | 15   | 50    |
| ■ Albin's Tower (ver. 2)        | 15   | 50    |
| ■ Ambush                        | 15   | 50    |
| ■ Ambush Party (ver. 1)         | 15   | 50    |
| ■ Ambush Party (ver. 2)         | 15   | 50    |
| ● An-Hawa Constable             | 2.00 | 4.00  |
| ● An-Hawa Inn                   | 1.00 | 2.00  |
| ★ An-Hawa Township              | 2.00 | 4.00  |
| ★ An-Terrin Runes               | 3.00 | 5.00  |
| ★ Ancho Ancestor                | 2.00 | 4.00  |
| ■ Ancho Bodyguard (ver.1)       | 15   | 50    |
| ■ Ancho Bodyguard (ver.2)       | 15   | 50    |
| ■ Ancho Shaman (ver. 1)         | 15   | 50    |
| ■ Ancho Shaman (ver. 2)         | 15   | 50    |
| ■ Ancho Spent Crafter           | 2.00 | 4.00  |
| ■ Apocalypse Chime              | 4.00 | 6.00  |
| ● Autumn Willow                 | 7.00 | 12.00 |
| ■ Aysen Abbey                   | 2.00 | 4.00  |
| □ Aysen Bureaucrats (ver.1)     | 15   | 50    |
| □ Aysen Bureaucrats (ver.2)     | 15   | 50    |
| ★ Aysen Crusader                | 3.00 | 5.00  |
| ★ Aysen Highway                 | 3.00 | 5.00  |
| ★ Baki's Curse                  | 2.00 | 4.00  |
| ★ Baron Sengir                  | 7.00 | 12.00 |
| ★ Beast Walkers                 | 3.00 | 5.00  |
| ★ Black Carriage                | 3.00 | 5.00  |
| ★ Broken Visage                 | 3.00 | 5.00  |
| ■ Carapace (ver. 1)             | 15   | 50    |
| ■ Carapace (ver. 2)             | 15   | 50    |
| ■ Castle Sengir                 | 3.00 | 5.00  |
| ■ Cemetery Gate (ver. 1)        | 15   | 50    |
| ■ Cemetery Gate (ver. 2)        | 15   | 50    |
| ★ Chain Stasis                  | 3.00 | 5.00  |
| ■ Chandler                      | 15   | 50    |
| ■ Clockwork Gnomes              | 15   | 50    |
| ■ Clockwork Stead               | 15   | 50    |
| ■ Clockwork Swarm               | 15   | 50    |
| ■ Core Reef                     | 15   | 50    |
| ■ Dark Maze (ver. 1)            | 15   | 50    |
| ■ Dark Maze (ver. 2)            | 15   | 50    |
| ★ Daughter of Autumn            | 3.00 | 6.00  |
| ■ Death Speakers                | 2.00 | 3.00  |
| ■ Dredgemoor                    | 3.00 | 5.00  |
| ■ Dredge Spell                  | 1.00 | 2.00  |
| ■ Dry Spell (ver. 1)            | 15   | 50    |
| ■ Dry Spell (ver. 2)            | 15   | 50    |
| ★ Dwarven Pony                  | 2.00 | 4.00  |
| ★ Dwarven Sea Clan              | 3.00 | 5.00  |
| ■ Dwarven Trader (ver. 1)       | 15   | 50    |
| ■ Dwarven Trader (ver. 2)       | 15   | 50    |
| ■ Ebony Rhino                   | 15   | 50    |
| ● Eron the Relentless           | 4.00 | 6.00  |
| ● Evaprael                      | 1.00 | 2.00  |
| ■ Faerie Noble                  | 3.00 | 5.00  |
| ■ Feast of the Unicorn (ver. 1) | 15   | 50    |
| ■ Feast of the Unicorn (ver. 2) | 15   | 50    |
| ● Fear's Ban                    | 3.00 | 5.00  |
| ■ Folk of An-Hawa (ver. 1)      | 15   | 50    |
| ■ Folk of An-Hawa (ver. 2)      | 15   | 50    |
| ★ Forget                        | 2.00 | 4.00  |
| ■ Funeral March                 | 15   | 50    |
| ■ Ghost Hounds                  | 2.00 | 3.00  |
| ■ Giant Albatross (ver. 1)      | 15   | 50    |
| ■ Giant Albatross (ver. 2)      | 15   | 50    |
| ■ Giant Oyster                  | 2.00 | 4.00  |
| ★ Grandmother Sengir            | 5.00 | 7.00  |
| ■ Greater Werewolf              | 15   | 50    |
| ■ Hazluth the Abbot             | 3.00 | 5.00  |
| ■ Headstone                     | 15   | 50    |
| ★ Heart Wolf                    | 3.00 | 5.00  |
| ■ Hungry Mast ver. 1            | 15   | 50    |
| ■ Hungry Mast ver. 2            | 15   | 50    |
| ★ Ikson's Shode                 | 2.00 | 3.00  |
| ★ Inni Sengir                   | 2.00 | 3.00  |
| ★ Ironclad Curse                | 2.00 | 4.00  |
| ■ Jinx                          | 15   | 50    |
| ■ Joven                         | 15   | 50    |

|                               |      |       |
|-------------------------------|------|-------|
| ■ Joven's Fetters             | 15   | 50    |
| ■ Joven's Tools               | 3.00 | 5.00  |
| ★ Kaskun Falls                | 2.00 | 4.00  |
| ■ Kaskun Keep                 | 3.00 | 5.00  |
| ■ Labyrinth Minotaur (ver. 1) | 15   | 50    |
| ■ Labyrinth Minotaur (ver. 2) | 15   | 50    |
| ■ Leaping Lizard              | 15   | 50    |
| ■ Leeches                     | 3.00 | 5.00  |
| ★ Mammoth Harness             | 2.00 | 4.00  |
| ★ Marthon                     | 4.00 | 6.00  |
| ■ Memory Lapse (ver. 1)       | 15   | 50    |
| ■ Memory Lapse (ver. 2)       | 15   | 50    |
| ■ Merchant Scroll             | 15   | 50    |
| □ Mesa Falcon (ver. 1)        | 15   | 50    |
| □ Mesa Falcon (ver. 2)        | 15   | 50    |
| ★ Mystic Decree               | 4.00 | 6.00  |
| ★ Narwhal                     | 3.00 | 5.00  |
| ● Orish Mine                  | 2.00 | 3.00  |
| ★ Primal Order                | 7.00 | 10.00 |
| □ Prophecy                    | 15   | 50    |
| ○ Rashka the Slayer           | 1.50 | 2.50  |
| ■ Reef Pirates (ver. 1)       | 15   | 50    |
| ■ Reef Pirates (ver. 2)       | 15   | 50    |
| ■ Renewal                     | 15   | 50    |
| ● Retribution                 | 1.50 | 2.50  |
| ★ Reyeka, Wizard Savant       | 3.00 | 5.00  |
| ● Root Spider                 | 2.00 | 3.00  |
| ■ Roots                       | 2.00 | 3.00  |
| ■ Roterothopter               | 15   | 50    |
| ★ Rysonan Badger              | 3.00 | 5.00  |
| ■ Samite Alchemist (ver. 1)   | 15   | 50    |
| ■ Samite Alchemist (ver. 2)   | 15   | 50    |
| ■ Sea Santa                   | 1.00 | 2.00  |
| ■ Sea Troll                   | 1.00 | 2.00  |
| ★ Sengir Autocrat             | 5.00 | 7.00  |
| ■ Sengir Bats (ver. 1)        | 15   | 50    |
| ■ Sengir Bats (ver. 2)        | 15   | 50    |
| ■ Serra Avaray                | 5.00 | 7.00  |
| ■ Serra Bestiary              | 15   | 50    |
| □ Serra Inquisitors           | 1.00 | 2.00  |
| □ Serra Paladin               | 15   | 50    |
| ■ Serrated Arrows             | 15   | 50    |
| ■ Shank (ver. 1)              | 15   | 50    |
| ■ Shank (ver. 2)              | 15   | 50    |
| ★ Soraya the Falconer         | 3.00 | 5.00  |
| ■ Spectral Bears              | 2.00 | 3.00  |
| ★ Timmerman Friends           | 3.00 | 5.00  |
| ■ Torture (ver. 1)            | 15   | 50    |
| ■ Torture (ver. 2)            | 15   | 50    |
| □ Trade Caravan (ver. 1)      | 15   | 50    |
| □ Trade Caravan (ver. 2)      | 15   | 50    |
| ★ Truce                       | 3.00 | 5.00  |
| ★ Veldrone of Sengir          | 3.00 | 5.00  |
| ★ Wall of Kelp                | 3.00 | 5.00  |
| ■ Willow Faena (ver. 1)       | 15   | 50    |
| ■ Willow Faena (ver. 2)       | 15   | 50    |
| ★ Willow Priestess            | 3.00 | 5.00  |
| ★ Winter Sky                  | 3.00 | 5.00  |
| ● Wizards' School             | 2.00 | 4.00  |

## SPECIAL OFFERS

|                      |       |       |
|----------------------|-------|-------|
| ★ Arena              | 6.00  | 10.00 |
| ★ Giant Badger       | 6.00  | 10.00 |
| ★ Mana Crypt         | 15.00 | 25.00 |
| ★ Nalathni Dragon    | 6.00  | 10.00 |
| ★ Sewars of Estark   | 6.00  | 10.00 |
| ★ Windseeker Centaur | 6.00  | 10.00 |

## FACTORY SETS

|   |          |        |
|---|----------|--------|
| MTG Beta Factory Set (363 cards)  | \$200.00 | 250.00 |
| This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed. |          |        |
| MTG Beta International Factory Set (363 cards)  | \$275.00 | 350.00 |
| Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also not tournament legal. 5,000 printed                      |          |        |
| MTG Revised Boxed Set   | \$20.00  | 25.00  |
| This set contains two 60-card Revised starter decks, 30 counters and a Revised checklist  |          |        |
| MTG Fourth Ed. Boxed Set  | \$18.00  | 25.00  |
| This set contains two 60-card Fourth Edition starter decks, 30 counters and a Fourth Edition checklist.   |          |        |



# TRQQUEST

price guide



## BLOOD WARS—WERETIGER

| BLOOD WARS                 |          |        |
|----------------------------|----------|--------|
| TSR 1995                   |          |        |
| Full Set (334 cards)       | \$275.00 | 350.00 |
| Starter Deck (50 cards)    | 8.00     | 10.00  |
| Starter Box (6 dual decks) | 75.00    | 100.00 |
| Booster Pack (15 cards)    | 2.00     | 2.50   |
| Booster Box (36 packs)     | 70.00    | 85.00  |
| Assassination Plot         | R 5.00   | 8.00   |
| Chaos Beast                | R 4.00   | 6.00   |
| Lady of Pain               | R 25.00  | 35.00  |
| Shield Maidens of Odin     | R 4.00   | 6.00   |
| Tiamat                     | R 5.00   | 8.00   |

## FACTS AND FASHIONS

|                         |         |       |
|-------------------------|---------|-------|
| Full Set (134 cards)    | \$40.00 | 60.00 |
| Booster Pack (15 cards) | 2.00    | 2.50  |
| Booster Box (36 packs)  | 70.00   | 80.00 |

## PROXIES & POWERS

|                         |         |       |
|-------------------------|---------|-------|
| Full Set (134 cards)    | \$40.00 | 60.00 |
| Booster Pack (15 cards) | 2.00    | 2.50  |
| Booster Box (36 packs)  | 70.00   | 85.00 |

## CROWDS

|                           |         |        |
|---------------------------|---------|--------|
| HEARTBREAKER HOBBIES 1997 |         |        |
| Full Set (105)            | \$75.00 | 125.00 |
| Booster Pack (15 cards)   | 2.75    | 3.25   |
| Booster Box (36 packs)    | 90.00   | 110.00 |

## DIVE

|                         |         |        |
|-------------------------|---------|--------|
| COLUMBIA GAMES 1999     |         |        |
| Full Set (200 cards)    | \$50.00 | 70.00  |
| Starter Deck (60 cards) | 7.00    | 10.00  |
| Starter Box (12 decks)  | 70.00   | 100.00 |

## DRAGON EXPANSION

|                         |         |        |
|-------------------------|---------|--------|
| COLUMBIA GAMES 1995     |         |        |
| Full Set (400 cards)    | \$70.00 | 90.00  |
| Starter Deck (60 cards) | 8.00    | 10.00  |
| Starter Box (12 decks)  | 95.00   | 110.00 |

## DOOMSTRIKER

|                         |          |        |
|-------------------------|----------|--------|
| HEARTBREAKER 1995       |          |        |
| Full Set (337 cards)    | \$275.00 | 350.00 |
| Starter Deck (60 cards) | 7.00     | 9.00   |
| Starter Box (10 decks)  | 70.00    | 85.00  |
| Booster Pack (15 cards) | 2.00     | 2.50   |
| Booster Box (36 packs)  | 70.00    | 85.00  |

|                               |        |       |
|-------------------------------|--------|-------|
| Alaskan the Cunning           | R 7.00 | 10.00 |
| Cardinal Dominic              | R 7.00 | 10.00 |
| Grishaw the Mortificator      | R 7.00 | 10.00 |
| Nimrod Autocannon             | R 5.00 | 8.00  |
| Personal Anti-Personnel Mines | R 7.00 | 10.00 |

## DIAGONAL EXPANSION

|                      |          |        |
|----------------------|----------|--------|
| HEARTBREAKER 1995    |          |        |
| Full Set (170 cards) | \$175.00 | 225.00 |

|                        |       |        |
|------------------------|-------|--------|
| Booster Pack (8 cards) | 2.00  | 2.50   |
| Booster Box (60 packs) | 95.00 | 130.00 |

## DRAGON DICE

|                                |          |        |
|--------------------------------|----------|--------|
| TSR INC—1995                   |          |        |
| Full Set (86 dice)             | \$100.00 | 150.00 |
| Starter Game (18 dice)         | 10.00    | 13.00  |
| Starter Box (12 games)         | 115.00   | 140.00 |
| Dragon Shield (50 spell cards) | 10.00    | 13.00  |
| Battle Ground (1 mat)          | 10.00    | 13.00  |
| Unlisted Common dice           | 20       | 40     |
| Unlisted Uncommon dice         | 75       | 150    |
| Unlisted Rare dice             | 150      | 250    |

|                     |        |      |
|---------------------|--------|------|
| Assassin            | R 2.00 | 4.00 |
| Black Dragon: Drake | R 2.00 | 4.00 |
| Black Dragon: Wyrm  | R 2.00 | 4.00 |
| Blue Dragon: Drake  | R 2.00 | 4.00 |
| Blue Dragon: Wyrm   | R 2.00 | 4.00 |
| Champion            | R 2.00 | 4.00 |
| Conqueror           | U 1.50 | 3.00 |
| Conqueror           | R 2.00 | 4.00 |
| Crack Shot          | R 2.00 | 4.00 |
| Deadeye             | R 2.00 | 4.00 |
| Death Mage          | R 3.00 | 5.00 |
| Eagle Knight        | R 2.00 | 4.00 |
| Enchanter           | R 3.00 | 5.00 |
| Filcher             | R 2.00 | 4.00 |
| Hedge Wizard        | U 1.50 | 2.50 |
| Herold              | R 2.00 | 4.00 |
| Infinitor           | R 2.00 | 4.00 |
| Leopard Rider       | R 2.00 | 4.00 |
| Mammoth Rider       | R 2.00 | 4.00 |
| Morouser            | R 2.00 | 4.00 |
| Necromancer         | R 3.00 | 5.00 |
| Red Dragon: Drake   | R 2.00 | 4.00 |
| Red Dragon: Wyrm    | R 2.00 | 4.00 |
| Sharpshooter        | R 2.00 | 4.00 |
| Slumisher           | R 2.00 | 4.00 |
| Thaumaturgist       | U 1.50 | 2.50 |
| Warlord             | R 2.00 | 4.00 |
| Wizard              | R 3.00 | 5.00 |
| Wyvern Rider        | R 2.00 | 4.00 |

|              |         |       |
|--------------|---------|-------|
| Dragonlord   | R 10.00 | 15.00 |
| Dragonmaster | R 15.00 | 20.00 |
| Kings Die    | R 10.00 | 15.00 |

## DRAGON DICE MONSTERS & AMAZON EXPANSION

|                        |          |        |
|------------------------|----------|--------|
| TSR 1995               |          |        |
| Full Set (35 dice)     | \$100.00 | 150.00 |
| Kicker Pack (8 dice)   | 6.00     | 7.00   |
| Kicker Box (12 packs)  | 70.00    | 80.00  |
| Unlisted Common dice   | 25       | 50     |
| Unlisted Uncommon dice | 150      | 250    |
| Unlisted Rare dice     | 300      | 500    |

|           |        |      |
|-----------|--------|------|
| Beholder  | R 4.00 | 6.00 |
| Centaur   | R 4.00 | 6.00 |
| Chimera   | R 4.00 | 6.00 |
| Hydra     | R 4.00 | 6.00 |
| Medusa    | R 4.00 | 6.00 |
| Oracle    | R 4.00 | 6.00 |
| Visionary | U 2.00 | 3.00 |

## DRAGON DICE FIREWALKERS EXPANSION

|                       |          |        |
|-----------------------|----------|--------|
| Full Set (46 dice)    | \$110.00 | 160.00 |
| Kicker Pack (8 dice)  | 6.00     | 7.00   |
| Kicker Box (12 packs) | 70.00    | 80.00  |
| Unlisted Common dice  | 25       | 50     |

|             |        |      |
|-------------|--------|------|
| Adventurer  | U 1.50 | 2.50 |
| Asshopper   | R 3.00 | 5.00 |
| Daylamer    | R 3.00 | 5.00 |
| Expeditious | R 3.00 | 5.00 |
| Firemaster  | U 1.50 | 2.50 |
| Firemaster  | C 1.50 | 2.50 |
| Firestormer | R 3.00 | 5.00 |
| Genie       | U 3.00 | 5.00 |
| Gorgon      | C 1.50 | 2.50 |
| Nightbane   | U 1.50 | 2.50 |

|            |        |       |
|------------|--------|-------|
| Phoenix    | R 7.00 | 10.00 |
| Salamander | U 3.00 | 5.00  |
| Sentinel   | R 3.00 | 5.00  |
| Surflure   | U 1.50 | 2.50  |
| Watcher    | U 1.50 | 2.50  |

## EAGLES: WATERLOO—1815

|                         |         |        |
|-------------------------|---------|--------|
| Full Set (300 cards)    | \$60.00 | 80.00  |
| Starter Deck (60 cards) | 7.00    | 10.00  |
| Starter Box (12 decks)  | 75.00   | 110.00 |

## ECHELONS OF FIRE/FURY

|                              |         |        |
|------------------------------|---------|--------|
| MEDALLION SIMULATIONS—1995   |         |        |
| Full Fire Set (69 cards)     | \$30.00 | 50.00  |
| Fire Starter Deck (65 cards) | 8.00    | 10.00  |
| Fire Starter Box (10 decks)  | 75.00   | 100.00 |
| Fire Booster Pack (15 cards) | 2.50    | 3.00   |
| Fire Booster Box (36 packs)  | 85.00   | 110.00 |
| Full Fury Set (57 cards)     | 30.00   | 50.00  |
| Fury Starter Deck (65 cards) | 8.00    | 12.00  |
| Fury Starter Box (10 decks)  | 75.00   | 100.00 |
| Fury Booster Pack (15 cards) | 2.50    | 3.00   |
| Fury Booster Box (36 packs)  | 85.00   | 110.00 |

## FLIGHTS OF FANTASY

|                          |         |       |
|--------------------------|---------|-------|
| DESTINY PRODUCTIONS 1994 |         |       |
| Full Set (108 cards)     | \$25.00 | 50.00 |
| Booster Pack (10 cards)  | 1.75    | 2.50  |
| Booster Box (36 packs)   | 60.00   | 80.00 |

## GALACTIC EMPIRES

|                         |          |        |
|-------------------------|----------|--------|
| COMPANION GAMES         |          |        |
| Full Set (440)          | \$165.00 | 200.00 |
| Starter Deck (55 cards) | 8.00     | 9.00   |
| Starter Box (10 decks)  | 75.00    | 100.00 |
| Booster Pack (12 cards) | 2.00     | 2.50   |
| Booster Box (36 packs)  | 70.00    | 85.00  |

|                     |        |      |
|---------------------|--------|------|
| Dragon Hatching     | R 4.00 | 6.00 |
| Dragon Lair         | R 4.00 | 6.00 |
| Moon Dragoness      | R 5.00 | 8.00 |
| Monster Overstrike  | R 3.00 | 5.00 |
| Scorching Dragoness | R 3.00 | 5.00 |

## NEW EMPIRES EXPANSION

|                         |         |        |
|-------------------------|---------|--------|
| COMPANION GAMES 1995    |         |        |
| Full Set (209 cards)    | \$75.00 | 125.00 |
| Booster Pack (12 cards) | 2.00    | 2.25   |
| Booster Box (36 packs)  | 70.00   | 80.00  |

## GANGLAND

|                         |         |       |
|-------------------------|---------|-------|
| CORLENNBURG 1996        |         |       |
| Starter Set (170 cards) | \$18.00 | 20.00 |

## GRIDIRON

|                             |          |        |
|-----------------------------|----------|--------|
| PRECEDENCE UPPER DECK—1995  |          |        |
| Full Hobby Set (306 cards)  | \$180.00 | 300.00 |
| Full Retail Set (306 cards) | 180.00   | 300.00 |
| Starter Deck (60 cards)     | 8.00     | 10.00  |
| Starter Box (10 decks)      | 75.00    | 95.00  |
| Booster Pack (15 cards)     | 2.00     | 3.00   |
| Booster Box (48 packs)      | 95.00    | 145.00 |

## GUARDIANS

|                         |          |        |
|-------------------------|----------|--------|
| FPG—1995                |          |        |
| Full Set (287 cards)    | \$150.00 | 250.00 |
| Starter Deck (60 cards) | 8.00     | 10.00  |
| Starter Box (10 decks)  | 75.00    | 95.00  |
| Booster Pack (14 cards) | 2.50     | 3.00   |
| Booster Box (36 packs)  | 90.00    | 100.00 |

|                   |        |      |
|-------------------|--------|------|
| Control Destiny   | U 1.50 | 3.00 |
| Death             | R 4.00 | 6.00 |
| Dragon Wing Lord  | R 3.00 | 5.00 |
| Grand Avatar      | R 3.00 | 5.00 |
| Smoke Spirit, The | U 1.50 | 3.00 |

## DAKOTA DICE EXPANSION

|                         |         |        |
|-------------------------|---------|--------|
| FPG—1996                |         |        |
| Full Set (120 cards)    | \$80.00 | 120.00 |
| Booster Pack (14 cards) | 2.50    | 2.75   |
| Booster Box (36 packs)  | 80.00   | 95.00  |

|                        |        |      |
|------------------------|--------|------|
| Champs the Wonder Dog  | R 4.00 | 6.00 |
| Elandor, Mighty Wizard | R 4.00 | 6.00 |
| Farmer Brown           | R 3.00 | 5.00 |
| Santa's Beer Stead     | C 1.50 | 2.50 |
| Supermodeloid          | C 1.00 | 2.00 |

## DRIFTER'S NEXUS EXPANSION

|                        |        |        |
|------------------------|--------|--------|
| 1996                   |        |        |
| Full Set (120 cards)   | •      | •      |
| Booster Pack (8 cards) | 1.75   | 2.00   |
| Booster Box (60 packs) | 100.00 | 115.00 |

## HERESY: KINGDOM COME

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (374 cards)    | \$175.00 | 300.00 |
| Starter Deck (60 cards) | 9.00     | 11.00  |
| Starter Box (12 decks)  | 85.00    | 100.00 |
| Booster Pack (15 cards) | 2.75     | 3.25   |
| Booster Box (36 packs)  | 90.00    | 110.00 |

## HIGHLANDER

|                         |          |        |
|-------------------------|----------|--------|
| TSR 1995                |          |        |
| Full Set (165 cards)    | \$150.00 | 250.00 |
| Starter Deck (52 cards) | 8.00     | 10.00  |
| Starter Box (12 decks)  | 90.00    | 110.00 |
| Booster Pack (15 cards) | 2.25     | 2.75   |
| Booster Box (36 packs)  | 80.00    | 95.00  |

|               |        |       |
|---------------|--------|-------|
| Amanda        | R 4.00 | 6.00  |
| Connor McLeod | R 7.00 | 10.00 |
| Duncan McLeod | R 7.00 | 10.00 |
| Netherlin     | R 4.00 | 6.00  |
| Richie Ryan   | R 6.00 | 8.00  |

## HIGHLANDER: THE MOVIE EXPANSION

|                         |          |        |
|-------------------------|----------|--------|
| COMPANION GAMES 1995    |          |        |
| Full Set (300 cards)    | \$200.00 | 300.00 |
| Booster Pack (15 cards) | 2.25     | 2.75   |
| Booster Box (36 packs)  | 70.00    | 90.00  |

## HYBORIAN GATES

|                            |          |        |
|----------------------------|----------|--------|
| CARDZ 1995                 |          |        |
| Full Set (450 cards)       | \$200.00 | 300.00 |
| Starter Deck (110 cards)   | 8.00     | 10.00  |
| Starter Box (6 dual decks) | 45.00    | 60.00  |
| Booster Pack (12 cards)    | 2.25     | 3.00   |
| Booster Box (36 packs)     | 80.00    | 110.00 |

|                         |          |       |
|-------------------------|----------|-------|
| Ancient Gate Redemphion | LR 50.00 | 75.00 |
| Angel Storm             | UR 20.00 | 30.00 |
| Winning                 | UR 20.00 | 30.00 |

## ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

|                              |          |        |
|------------------------------|----------|--------|
| STEVE JACKSON                |          |        |
| Full Set (412 cards)         | \$400.00 | 500.00 |
| Factory Set (450 cards)      | 65.00    | 75.00  |
| Starter Deck Dual Pack (110) | 18.00    | 20.00  |
| Starter Box (5 dual decks)   | 90.00    | 100.00 |
| Booster Pack (15 cards)      | 3.00     | 4.00   |
| Booster Box (36 packs)       | 100.00   | 140.00 |
| Unlisted Common cards        | 20       | 40     |
| Unlisted Uncommon cards      | 75       | 150    |
| Unlisted Rare cards          | 250      | 350    |

|                                |        |      |
|--------------------------------|--------|------|
| Card names are printed in gold |        |      |
| Blitzkrieg                     | R 3.25 | 4.00 |
| C.I.A.                         | R 3.25 | 4.00 |
| Cyborg Soldiers                | R 3.25 | 4.00 |
| Elves                          | R 3.25 | 4.00 |
| Germany                        | R 3.25 | 4.00 |
| Hitler's Brain                 | R 3.25 | 4.00 |
| Italy                          | R 3.25 | 4.00 |
| Mafia, The                     | R 3.25 | 4.00 |
| Men In Black, The              | R 3.25 | 4.00 |
| N.S.A.                         | R 3.25 | 4.00 |
| Perpetual Motion Machine       | R 3.25 | 4.00 |
| Pollsters                      | R 3.25 | 4.00 |
| Shroud of Turin                | R 3.25 | 4.00 |
| Southern                       | R 3.25 | 4.00 |
| Subliminals                    | R 3.25 | 4.00 |
| Texas                          | R 3.25 | 4.00 |
| Underground Newspapers         | R 3.25 | 4.00 |
| Unmasked!                      | R 3.25 | 4.00 |

## ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

|  |          |        |
|--|----------|--------|
| STEVE JACKSON GAMES 1995                           |          |        |
| Full Set (412 cards)                               | \$250.00 | 350.00 |
| Starter Deck Dual (110 cards)                      | 8.00     | 10.00  |
| Starter Box (5 dual decks)                         | 30.00    | 50.00  |
| Booster Pack (15 cards)                            | 2.00     | 2.25   |
| Booster Box (36 packs)                             | 70.00    | 80.00  |
| Single cards are 50 to 100% of limited equivalents |          |        |
| Card names are printed in various colors.          |          |        |

## APACON EXPANSION

|                        |         |        |
|------------------------|---------|--------|
| STEVE JACKSON GAME     |         |        |
| Full Set (100 cards)   | \$75.00 | 125.00 |
| Booster Pack (8 cards) | 1.30    | 1.50   |
| Booster Box (60 packs) | 70.00   | 85.00  |

## JAMES BOND 007

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||
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|                         |       |        |
|-------------------------|-------|--------|
| Starter Box (10 decks)  | 75.00 | 95.00  |
| Booster Pack (15 cards) | 2.75  | 3.00   |
| Booster Box (36 packs)  | 90.00 | 100.00 |

|                         |    |       |       |
|-------------------------|----|-------|-------|
| Alec Trevelyn—006       | UR | 8.00  | 12.00 |
| Aston Martin "Volante"  | UR | 8.00  | 12.00 |
| Connections             | UR | 8.00  | 12.00 |
| Destiny Cocaine Factory | R  | 6.00  | 8.00  |
| Ernst Stavro Blofeld    | UR | 8.00  | 12.00 |
| Hidden Agenda           | R  | 6.00  | 8.00  |
| Jaws                    | R  | 4.00  | 6.00  |
| Leadership              | UR | 8.00  | 12.00 |
| Legend, The             | UR | 10.00 | 15.00 |
| Octopussy               | R  | 4.00  | 6.00  |
| One Step Forward, Two   | UR | 8.00  | 12.00 |
| Pam Bouvier             | UR | 10.00 | 15.00 |
| Save Gold Reserve       | UR | 8.00  | 12.00 |
| Soviet War Room         | UR | 8.00  | 12.00 |
| Stop Heron Flow         | R  | 6.00  | 8.00  |

## JYHAD

WIZARDS OF THE COAST—1994

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (438 cards)    | \$300.00 | 400.00 |
| Starter Deck (76 cards) | 8.00     | 9.00   |
| Starter Box (10 decks)  | 75.00    | 90.00  |
| Booster Pack (19 cards) | 2.00     | 2.50   |
| Booster Box (36 packs)  | 70.00    | 90.00  |

## KULT

HEARTBREAKER HOBBIES—1995

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (250 cards)    | \$150.00 | 225.00 |
| Starter Deck (60 cards) | 8.00     | 10.00  |
| Starter Box (10 decks)  | 75.00    | 95.00  |
| Booster Pack (15 cards) | 2.50     | 3.00   |
| Booster Box (36 packs)  | 80.00    | 100.00 |

## LAST CRUSADE, THE

CHAMPAGNE ECLECTIC ENTERTAINMENT—1995

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (320 cards)    | \$120.00 | 200.00 |
| Starter Deck (60 cards) | 8.00     | 10.00  |
| Starter Box (10 decks)  | 80.00    | 100.00 |
| Booster Pack (12 cards) | 1.75     | 2.50   |
| Booster Box (36 packs)  | 65.00    | 80.00  |

## LEGEND OF THE FIVE RINGS

ALDERAC ENTERTAINMENT GROUP—1995

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (320 cards)    | \$180.00 | 300.00 |
| Starter Deck (60 cards) | 7.00     | 9.00   |
| Starter Box (10 decks)  | 70.00    | 90.00  |
| Booster Pack (15 cards) | 2.00     | 2.50   |
| Booster Box (36 packs)  | 70.00    | 85.00  |

|                    |   |      |      |
|--------------------|---|------|------|
| Bayushi Kachiko    | R | 3.00 | 5.00 |
| Imperial Gift      | R | 3.00 | 5.00 |
| Inheritance        | R | 4.00 | 6.00 |
| Kolat Master       | R | 4.00 | 6.00 |
| School of Wizardry | R | 4.00 | 6.00 |

## MARVEL OVERPOWER

|   |          |        |
|---|----------|--------|
| Full Set (345 cards including 42 Mission cards) | \$300.00 | 400.00 |
| Starter Deck (62 cards)                         | 50.00    | 10.00  |
| Starter Box (12 decks)                          | 98.00    | 110.00 |
| Booster Pack (9 cards)                          | 2.00     | 2.50   |
| Booster Box (36 packs)                          | 70.00    | 90.00  |
| 42-card Missions set (1 per pack)               | 1.00     | 2.00   |
| Unlisted Common cards                           | 20       | 40     |
| Unlisted Uncommon cards                         | 1.50     | 2.50   |
| Unlisted Rare cards                             | 3.00     | 4.00   |

Some names are abbreviated. P rarity denotes Promo.

|                           |   |      |      |
|---------------------------|---|------|------|
| Apocalypse Hero Card      | R | 3.00 | 5.00 |
| Apoc Mega Morph           | R | 3.00 | 5.00 |
| Bishop Spectrum Blast     | R | 3.00 | 5.00 |
| Cable Hero Card           | R | 3.00 | 5.00 |
| Captain America Hero Card | R | 4.00 | 6.00 |
| Cyclops Spectrum Blast    | R | 3.00 | 5.00 |
| Death From Above          | P | 1.00 | 2.00 |
| Gambit Charm              | R | 3.00 | 5.00 |
| Gonna Terror              | P | 1.00 | 2.00 |
| God of Mischief           | P | 1.00 | 2.00 |
| Guardian Angel            | P | 1.00 | 2.00 |
| Hulk Enraged              | R | 3.00 | 5.00 |
| Hulk Intimidate           | R | 3.00 | 5.00 |
| Iron Man Hero Card        | R | 4.00 | 6.00 |
| IM Tactical Computer      | R | 4.00 | 6.00 |
| Jean Grey Tele. Unity     | R | 3.00 | 5.00 |
| Jubilee Plasmoid Flash    | R | 3.00 | 5.00 |
| Magneto Hero Card         | R | 5.00 | 8.00 |
| Magneto Paralyze Opp      | R | 5.00 | 8.00 |
| Mystique Hero Card        | R | 4.00 | 6.00 |
| Mystique Surprise Attack  | R | 4.00 | 6.00 |
| Professor X Hero Card     | R | 3.00 | 5.00 |
| Prof X Psionic Hold       | R | 3.00 | 5.00 |

|                             |   |       |       |
|-----------------------------|---|-------|-------|
| Prof X Tele. Coord.         | R | 3.00  | 5.00  |
| Psylocke Hero Card          | R | 3.00  | 5.00  |
| Psylocke Mental Hold        | R | 3.00  | 5.00  |
| Psylocke Psychic Knife      | R | 3.00  | 5.00  |
| Rogue Mutagenic Drain       | R | 3.00  | 5.00  |
| Rogue Super Strength        | U | 3.00  | 5.00  |
| Sabretooth Blood Hunt       | R | 4.00  | 6.00  |
| Spider-Man Hero Card        | R | 10.00 | 18.00 |
| S-M Archon d. Agility       | U | 3.00  | 5.00  |
| S-M Spider Sense            | U | 3.00  | 5.00  |
| S-M Wall Crawl              | C | 1.00  | 2.50  |
| S-M Web                     | R | 5.00  | 8.00  |
| S-M Web Shield              | U | 3.00  | 5.00  |
| Storm Hero Card             | R | 3.00  | 5.00  |
| Storm Emotional Outburst    | R | 3.00  | 5.00  |
| Storm Summon Power          | R | 3.00  | 5.00  |
| Unlucky at Love             | P | 1.00  | 2.00  |
| Venom Hero Card             | R | 5.00  | 8.00  |
| Venom Alien Webbing         | U | 3.00  | 5.00  |
| Venom Creepy Crawler        | U | 3.00  | 5.00  |
| Venom Panic Attack          | R | 5.00  | 8.00  |
| Venom Symbiotic Snare       | R | 5.00  | 8.00  |
| Web-Hooded Wizard           | P | 3.00  | 5.00  |
| Wolverine Hero Card         | R | 10.00 | 18.00 |
| Wolverine Berserk Attack    | C | 1.00  | 2.50  |
| Wolverine Fighting Instinct | C | 1.00  | 2.50  |
| Wolverine Heal              | C | 1.00  | 2.50  |
| Wolverine Snarl!            | C | 1.00  | 2.50  |
| Wolverine Wounded Animal    | R | 10.00 | 18.00 |

## POWERSURGE EXPANSION

FLEER—1995

|   |          |        |
|---|----------|--------|
| Full Set (269 cards including 14 Mission cards) | \$200.00 | 300.00 |
| Booster Pack (9 cards)                          | 1.75     | 2.00   |
| Booster Box (36 packs)                          | 60.00    | 70.00  |
| 14-card Mission set                             | 25       | 75     |
| Unlisted Common cards                           | 20       | 40     |
| Unlisted Uncommon cards                         | 2.00     | 4.00   |
| Unlisted Rare cards                             | 4.00     | 6.00   |

P rarity denotes Promo.

|                            |   |      |       |
|----------------------------|---|------|-------|
| Captain Universe           | P | 1.00 | 2.00  |
| Confusion                  | P | 3.00 | 5.00  |
| Iron Man Dumpster          | C | 5.00 | 1.00  |
| Iron Man Industrial Waste  | U | 3.00 | 5.00  |
| Iron Man Multi Power 2     | C | 1.00 | 2.00  |
| Magneto Impulse            | U | 3.00 | 5.00  |
| Magneto Power Flux         | U | 3.00 | 5.00  |
| Sabretooth Chan            | C | 1.00 | 2.00  |
| Savage Land                | P | 1.00 | 2.00  |
| Scarlet Spider Hero Card   | R | 6.00 | 10.00 |
| Scarlet Spider New Warrior | C | 1.00 | 2.00  |
| Scarlet Spider             | U | 4.00 | 6.00  |
| Spider-Man Strength 2      | C | 75   | 1.50  |
| Spider-Man Taunt           | U | 4.00 | 6.00  |
| Venom Alien Symbiote       | U | 3.00 | 5.00  |
| Venom Fighting 5           | C | 50   | 1.00  |
| Venom Hot Dog Cart         | C | 50   | 1.00  |
| Wolverine Fighting 5       | C | 1.00 | 2.00  |
| Wolverine Rage             | U | 2.00 | 4.00  |

## MISSION CONTROL EXPANSION

FLEER—1996

|   |         |       |
|---|---------|-------|
| Full Set (142 cards including 14 Mission cards) | \$40.00 | 60.00 |
| Booster Pack (9 cards)                          | 1.40    | 1.75  |
| Booster Box (36 packs)                          | 48.00   | 55.00 |
| Single Mission cards                            | 25      | 75    |
| Unlisted Common cards                           | 15      | 40    |
| Unlisted Uncommon cards                         | 75      | 2.00  |
| Unlisted Rare cards                             | 2.00    | 4.00  |

P rarity denotes Promo.

|   |   |      |      |
|---|---|------|------|
| Black Widow Avenging Agent                    | R | 3.00 | 5.00 |
| Black Widow Combat Gymnast                    | R | 3.00 | 5.00 |
| Black Widow Hero Card                         | U | 2.00 | 4.00 |
| Howkwey Hero Card                             | U | 1.50 | 3.00 |
| Infiltration Incident—Alien Creature Rampages | P | 1.00 | 2.00 |
| Marbus Hero Card                              | U | 1.50 | 3.00 |
| Morph Hero Card                               | U | 2.00 | 3.00 |
| Mutant Rebels Held Captive                    | P | 1.00 | 2.00 |
| Nightcrawler Hero Card                        | U | 1.50 | 3.00 |
| Quicksilver Hero Card                         | U | 1.50 | 3.00 |

## MIDDLE-EARTH: THE WIZARDS

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (484 cards)    | \$350.00 | 500.00 |
| Starter Deck (76 cards) | 9.00     | 11.00  |
| Starter Box (10 decks)  | 85.00    | 100.00 |
| Booster Pack (15 cards) | 2.75     | 3.00   |
| Booster Box (36 packs)  | 90.00    | 100.00 |
| Unlisted Common cards   | 10       | 40     |

|                            |    |    |
|----------------------------|----|----|
| Unlisted Common sites      | 35 | 75 |
| Unlisted Common characters | 35 | 75 |

P rarity denotes Promo.

|                              |   |      |       |
|------------------------------|---|------|-------|
| Adunaphel                    | R | 7.00 | 10.00 |
| Aqabaran                     | R | 3.00 | 5.00  |
| Abkashah                     | R | 7.00 | 10.00 |
| Align Palantir               | U | 1.50 | 3.00  |
| Anborn                       | U | 1.50 | 3.00  |
| Anduil, Flame of the West    | R | 2.00 | 4.00  |
| Annnir                       | U | 1.50 | 3.00  |
| Arkenstone, The              | R | 3.00 | 5.00  |
| Army of the Dead             | R | 3.00 | 5.00  |
| Arwen                        | R | 3.00 | 5.00  |
| Assassun                     | R | 3.00 | 5.00  |
| Athelas                      | U | 1.50 | 3.00  |
| Awaken the Earth's Fire      | U | 1.50 | 3.00  |
| Balance of Things, The       | R | 3.00 | 6.00  |
| Batin                        | U | 1.50 | 3.00  |
| Batrag of Mana               | R | 3.00 | 6.00  |
| Bane of the Illithstone      | R | 3.00 | 6.00  |
| Barad-dûr                    | R | 2.50 | 4.00  |
| Barlamin Butterbur           | U | 1.50 | 3.00  |
| Barrow-wight                 | U | 1.50 | 3.00  |
| Beretur                      | U | 1.50 | 3.00  |
| Bergil                       | U | 1.50 | 3.00  |
| Bart (Bûr)                   | U | 1.50 | 3.00  |
| Bilbo                        | R | 2.50 | 5.00  |
| Bill the Pony                | U | 75   | 1.00  |
| Black Arrow                  | P | 2.50 | 4.00  |
| Blue Mountain Dwarves        | U | 75   | 1.00  |
| Bombur                       | U | 1.50 | 3.00  |
| Book of Mazarbul             | U | 1.50 | 3.00  |
| Bridge                       | U | 1.50 | 3.00  |
| Burden of Time, The          | U | 2.00 | 4.00  |
| Call of the Sea              | U | 3.00 | 5.00  |
| Carn Dûm                     | R | 2.50 | 4.00  |
| Caves of Omdû                | U | 1.50 | 2.50  |
| Cirdan                       | R | 2.50 | 5.00  |
| Cirion Ungol                 | R | 2.50 | 4.00  |
| Clear Skies                  | R | 3.50 | 5.00  |
| Clouds                       | R | 3.00 | 6.00  |
| Cock Crows, The              | U | 2.00 | 4.00  |
| Coasters of Umbar            | U | 1.50 | 3.00  |
| Cracks of Doom               | U | 2.00 | 4.00  |
| Daelamin                     | R | 3.00 | 5.00  |
| Dain II                      | R | 2.50 | 5.00  |
| Dannrod                      | U | 1.50 | 3.00  |
| Dancing Spire                | U | 1.50 | 2.50  |
| Dead Marshes                 | U | 1.50 | 2.50  |
| Denethor II                  | R | 2.50 | 5.00  |
| Dinnill Dale                 | U | 1.50 | 2.50  |
| Dol Guldur                   | R | 2.50 | 4.00  |
| Dori                         | U | 1.50 | 3.00  |
| Dragon's Desolation          | U | 1.50 | 3.00  |
| Drowning Seas                | U | 2.00 | 4.00  |
| Dunarrow                     | R | 2.50 | 4.00  |
| Dunn's Axe                   | U | 1.50 | 3.00  |
| Dwar of Woe                  | R | 7.00 | 10.00 |
| Dw. Ring of Bann's Tribe     | R | 5.00 | 8.00  |
| Dw. Ring of Bavor's Tribe    | R | 3.00 | 6.00  |
| Dw. Ring of Drûin's Tribe    | R | 3.00 | 6.00  |
| Dw. Ring of Durin's Tribe    | R | 3.00 | 6.00  |
| Dw. Ring of Dwelin's Tribe   | R | 3.00 | 6.00  |
| Dw. Ring of Thel's Tribe     | U | 2.00 | 4.00  |
| Dw. Ring of Thel's Tribe     | U | 2.00 | 4.00  |
| Eagle-mounts                 | R | 3.50 | 5.00  |
| Earth of Galadriel's Orchard | U | 1.50 | 2.50  |
| Easterling Camp              | R | 2.50 | 4.00  |
| Easterlings                  | R | 1.50 | 3.00  |
| El-arag                      | R | 3.00 | 6.00  |
| Elend                        | R | 5.00 | 8.00  |
| Eyes of Uncon                | R | 1.50 | 3.00  |
| Enk-draughts                 | U | 1.50 | 2.50  |
| Emmer                        | U | 1.50 | 3.00  |
| Eowyn                        | U | 1.50 | 3.00  |
| Everstar, The                | U | 1.50 | 3.00  |
| Eyes of Sauron               | R | 3.00 | 6.00  |
| Fair Soiling                 | R | 3.00 | 6.00  |
| Fair Travels in Dark-domains | R | 3.00 | 6.00  |
| Fair Travels in Free-domains | R | 3.00 | 6.00  |
| Favor of the Valar           | R | 5.00 | 8.00  |
| Fell Beast                   | R | 3.00 | 6.00  |
| Fell Turtle                  | R | 3.00 | 6.00  |
| Fili                         | U | 1.50 | 3.00  |
| Fog                          | U | 1.50 | 3.00  |
| Frodo                        | R | 3.00 | 5.00  |
| Fury of The Iron Crown       | P | 2.50 | 4.00  |
| Galadriel                    | R | 3.00 | 5.00  |
| Gandalf                      | R | 2.50 | 5.00  |
| Glamling the Old             | U | 1.50 | 3.00  |
| Glimbur-Glim                 | U | 1.50 | 3.00  |
| Glamling                     | U | 1.50 | 3.00  |
| Glistening Caves             | U | 1.50 | 2.50  |
| Gloss                        | U | 1.50 | 3.00  |
| Glorfindel II                | R | 2.00 | 4.00  |

|                             |   |       |       |
|-----------------------------|---|-------|-------|
| Goldberry                   | U | 75    | 1.00  |
| Gollum                      | U | 3.00  | 5.00  |
| Gollum's Fate               | R | 3.00  | 6.00  |
| Great Eagles, The           | U | 75    | 1.00  |
| Great Goblin, The           | R | 3.50  | 5.00  |
| Greatshield of Rohan        | U | 1.50  | 3.00  |
| Great Ship                  | R | 3.50  | 5.00  |
| Gwaihir                     | R | 2.00  | 4.00  |
| Halbarad                    | U | 1.50  | 3.00  |
| Haldalam                    | R | 2.50  | 5.00  |
| Hals                        | U | 1.50  | 3.00  |
| Hall-falls of Far Harad     | U | 1.50  | 3.00  |
| Hiding                      | R | 3.00  | 6.00  |
| Hillmen                     | U | 75    | 1.00  |
| Himring                     | U | 1.50  | 2.50  |
| Hoammarath of Dî            | R | 7.00  | 10.00 |
| Hobbits                     | R | 1.50  | 3.00  |
| Hum                         | U | 1.50  | 3.00  |
| Imrahil                     | U | 1.50  | 3.00  |
| Indur Downdeath             | R | 7.00  | 10.00 |
| Irelock                     | U | 1.50  | 2.50  |
| Iron Crown, The             | P | 2.50  | 4.00  |
| Isles of the Dead that Live | R | 3.50  | 5.00  |
| Khamûl the Easterling       | R | 7.00  | 10.00 |
| Knights of Dol Amroth       | U | 75    | 1.00  |
| Lapse of Will               | U | 2.00  | 4.00  |
| Leaflock                    | U | 75    | 1.00  |
| Legolas                     | U | 1.50  | 3.00  |
| Lesser Ring                 | U | 1.50  | 3.00  |
| Leuxanth                    | R | 3.00  | 5.00  |
| Lossoth                     | U | 75    | 1.00  |
| Last at Sea                 | R | 3.00  | 6.00  |
| Last in Dark-domains        | R | 3.00  | 6.00  |
| Lucky Search                | R | 3.00  | 6.00  |
| Lure of Crechion            | L | 2.00  | 4.00  |
| Lure of Power               | R | 3.00  | 6.00  |
| Mablung                     | U | 1.50  | 3.00  |
| Magill Ring of Courage      | U | 2.00  | 4.00  |
| Magill Ring of Love         | U | 2.00  | 4.00  |
| Magill Ring of Nature       | U | 2.00  | 4.00  |
| Magill Ring of Stealth      | U | 2.00  | 4.00  |
| Magill Ring of Words        | U | 2.00  | 4.00  |
| Men of Arifules             | U | 75    | 1.00  |
| Men of Dunwinton            | U | 75    | 1.00  |
| Men of Eorlindon            | U | 75    | 1.00  |
| Men of Eorlindon            | U | 75    | 1.00  |
| Men of Northern Rhovanion   | U | 75    | 1.00  |
| Merry                       | U | 1.50  | 3.00  |
| Mumuk Morgul                | R | 2.50  | 4.00  |
| Mumuk Sûr                   | U | 2.00  | 4.00  |
| Mumuk of Galadriel          | U | 2.00  | 4.00  |
| Muthukoot, The              | R | 3.00  | 6.00  |
| Moon                        | U | 1.50  | 3.00  |
| Moriamon                    | R | 3.50  | 5.00  |
| Morgulhorse                 | R | 3.00  | 6.00  |
| Morgulknife                 | R | 3.00  | 6.00  |
| Morgulnight                 | R | 3.00  | 6.00  |
| Mount Doom                  | U | 1.50  | 2.50  |
| Mount Gundabad              | U | 1.50  | 2.50  |
| Mouth of Sauron             | R | 5.00  | 8.00  |
| Mumuk (Elephant)            | R | 3.00  | 5.00  |
| Muril                       | U | 1.50  | 3.00  |
| Narya                       | R | 3.00  | 6.00  |
| Nazgûl are Abroad, The      | R | 3.00  | 6.00  |
| Neakur-Breakers             | P | 2.50  | 4.00  |
| Nemro                       | R | 3.00  | 6.00  |
| New Moon                    | U | 2.00  | 4.00  |
| On                          | U | 1.50  | 3.00  |
| Old Man Willow              | U | 2.00  | 4.00  |
| Old Thrush, The             | U | 2.00  | 4.00  |
| Olphar (Trolls)             | U | 1.50  | 3.00  |
| One Ring, The               | R | 18.00 | 30.00 |
| Orc-berutnant               | U | 1.50  | 2.50  |
| Orcot                       | U | 2.00  | 4.00  |
| Ost-Ethil                   | U | 1.50  | 2.50  |
| Orvatha the Horseman        | R | 7.00  | 10.00 |
| Palantir of Arnon Sul       | R | 2.00  | 4.00  |
| Palantir of Anurimmas       | R | 2.00  | 4.00  |
| Palantir of Eorlindon       | U | 1.50  | 3.00  |
| Palantir of Minas Tirith    | U | 1.50  | 3.00  |
| Palantir of Orthanc         | U | 1.50  | 3.00  |
| Palantir of Osgiliath       | R | 2.00  | 4.00  |
| Pale Sword, The             | R | 3.00  | 6.00  |
| Points of the Dead          | R | 3.50  | 5.00  |
| Pick-pocket                 | U | 1.50  | 3.00  |
| Pippin                      | U | 1.50  | 3.00  |
| Plague of Wights            | U | 2.00  | 4.00  |
| Praise to Elbereth          | U | 2.00  | 4.00  |
| Precious, The               | R | 3.00  | 6.00  |
| Puket-men                   | R | 2.00  | 4.00  |
| Quickbeam                   | U | 75    | 1.00  |
| Quiet Lands                 | U | 1.50  | 3.00  |
| Red Arrow                   | U | 1.50  | 3.00  |
| Red Book of Westmarch       | U | 1.50  | 3.00  |
| Ren the Unclean             | R | 7.00  | 10.00 |
| Return of the King          | U | 1.50  | 2.00  |





## EXPEDITIONS OF MIKATOVIĆ UNIVERSITY EXPANSION

|                                  |   |      |       |
|----------------------------------|---|------|-------|
| Advanced Transactions Expert     | R | 3.00 | 5.00  |
| Fake Activation                  | R | 6.00 | 8.00  |
| Field Registrar for Ice and Data | R | 6.00 | 8.00  |
| Foreign Activation Orders        | R | 4.00 | 6.00  |
| Foreign Registration             | R | 4.00 | 6.00  |
| Full Body Conversion             | R | 4.00 | 6.00  |
| Homesite                         | V | 2.00 | 4.00  |
| Housesite, Acquisition           | R | 3.00 | 5.00  |
| Host - Teleview                  | V | 2.00 | 4.00  |
| Hot Latent WNS                   | R | 7.00 | 10.00 |
| Incubator                        | R | 4.00 | 6.00  |
| Intercom                         | R | 4.00 | 6.00  |
| Joan - At                        | R | 6.00 | 8.00  |
| Lifesaver - Nanosurround         | R | 3.00 | 5.00  |
| Memo - Knowledge                 | V | 2.00 | 4.00  |
| Microfilm - Teleset              | R | 3.00 | 5.00  |
| Microfilm - At - Introduce       | R | 4.00 | 6.00  |
| Microfilm - Introduce            | R | 7.00 | 10.00 |
| MAT - News Type                  | R | 4.00 | 6.00  |
| N E T ( )                        | R | 4.00 | 6.00  |
| Nerve Locality                   | R | 4.00 | 6.00  |
| Non-Uniformity City Grid         | R | 4.00 | 6.00  |
| On-Camera - P/D                  | R | 7.00 | 10.00 |
| On-Cell Solo Team                | V | 2.00 | 4.00  |
| Organ Donor                      | R | 7.00 | 10.00 |
| Position - Registered AI         | R | 4.00 | 6.00  |
| Procedures                       | V | 2.00 | 4.00  |
| Psychol AI                       | R | 3.00 | 5.00  |
| Publications                     | R | 4.00 | 6.00  |
| Program - Health                 | R | 4.00 | 6.00  |
| Program - Work                   | R | 4.00 | 6.00  |
| Program - Work                   | V | 2.00 | 4.00  |

|                              |     |          |     |        |
|------------------------------|-----|----------|-----|--------|
| Full Set (330 cards)         | ... | \$400.00 | ... | 700.00 |
| Starter Deck (50 cards)      |     | 9.00     |     | 11.00  |
| Starter Box (8 cards)        |     | 70.00    |     | 85.00  |
| Booster Pack (12 cards)      |     | 2.00     |     | 2.75   |
| Booster Box (36 packs)       |     | 70.00    |     | 95.00  |
| Unlisted Commons (1-110)     |     | 10       |     | 50     |
| Unlisted Uncommons (111-220) |     | .75      |     | 2.00   |
| Unlisted Rares (221-330)     |     | 3.00     |     | 6.00   |

The URB and URS rarities denote Ultra Rare cards found only in booster packs and Ultra Rare cards found only in starter decks, respectively.

|                              |    |      |       |
|------------------------------|----|------|-------|
| Alaskan Wolf Hunt ..         | R  | 2 50 | 3 50  |
| Alexandru ThunderRage        | UR | 2 50 | 35 00 |
| Almas .....                  | R  | 2 50 | 3 50  |
| Allomanda Ratkin             | R  | 2 50 | 3 50  |
| Allison Kachina              | U  | 3 00 | 5 00  |
| Anna Kliminski               | R  | 3 00 | 5 00  |
| Anno-Eyes of the Sun-Peltrey | U  | 2 50 | 3 50  |
| Antonine Teardrop            | U  | 2 50 | 3 50  |
| Auzra Guroh ...              | R  | 3 00 | 5 00  |
| Balor's Gaze                 | R  | 2 50 | 3 50  |
| Blood-on-the-Wind            | R  | 2 50 | 3 50  |
| Body Wrack                   | R  | 2 50 | 3 50  |
| Bones of Shaker Hind         | R  | 2 50 | 3 50  |



|                                  |    |       |       |                             |    |       |       |                              |    |       |       |                         |    |       |       |
|----------------------------------|----|-------|-------|-----------------------------|----|-------|-------|------------------------------|----|-------|-------|-------------------------|----|-------|-------|
| Battlecap of Shakay Mac          | R  | 3.00  | 5.00  | Silver Ammo                 | R  | 2.50  | 3.50  | Coem of the Unwashed Child   | R  | 3.00  | 5.00  | Ghost Raptor Membership | U  | 1.00  | 2.00  |
| Broken Limb                      | C  | 2.50  | 3.50  | Sister Judith Pows-of-Light | U  | 2.50  | 3.50  | Charnow                      | R  | 3.00  | 5.00  | Guidance From Below     | U  | 1.50  | 2.50  |
| Bron Mac Fionn                   | R  | 3.00  | 5.00  | Skandancer                  | R  | 4.00  | 6.00  | Charjurac's Tusk             | UR | 12.00 | 20.00 | Heavy Machine Gun       | U  | 1.50  | 2.50  |
| Buggerhead                       | U  | 2.50  | 3.50  | Sneak Attack                | U  | 2.50  | 3.50  | Count Vladimir Rustovitch    | UR | 18.00 | 25.00 | Hell's Hand Hive        | R  | 1.50  | 2.50  |
| Careful Strike                   | U  | 2.50  | 3.50  | Song Chang                  | U  | 2.50  | 3.50  | Cult Leader                  | R  | 2.00  | 4.00  | Hollow Heart            | U  | 1.50  | 2.50  |
| Caia Gmsson                      | U  | 2.50  | 3.50  | Song of the Great Beast     | R  | 3.00  | 5.00  | Defiler                      | U  | 1.25  | 2.00  | Iron Will               | U  | 2.00  | 3.00  |
| Cemonous                         | U  | 2.50  | 3.50  | Son of Moonlight            | U  | 2.50  | 3.50  | Eater-of-Souls               | U  | 1.25  | 2.00  | Jacqui                  | U  | 1.00  | 2.00  |
| Charging Bull                    | U  | 3.00  | 5.00  | Spear of Deceit             | R  | 2.50  | 3.50  | Ember                        | R  | 3.00  | 5.00  | Joseph Herlech          | UR | 12.00 | 20.00 |
| Circular Attack                  | R  | 2.50  | 3.50  | Spine Crushed               | R  | 2.50  | 3.50  | FBI Investigation            | R  | 2.00  | 4.00  | Jucky Jones             | C  | .75   | 1.50  |
| Close the Barn                   | R  | 2.50  | 3.50  | Spirit Drain                | R  | 2.50  | 3.50  | Friends in High Places       | U  | 1.25  | 2.00  | "Juku," "Sun Halo"      | C  | .25   | 1.50  |
| Coup de Grace                    | R  | 3.00  | 5.00  | Strands Like Mountain       | C  | 2.50  | 3.50  | General, The                 | R  | 4.00  | 6.00  | Kiss of Life            | U  | 2.00  | 3.00  |
| Deranged Makole                  | R  | 2.50  | 3.50  | Surprise Ally               | R  | 2.50  | 3.50  | Glade Child                  | U  | 1.25  | 2.00  | Legal Chicanery         | R  | 1.50  | 2.50  |
| Disembowelment                   | R  | 2.50  | 3.50  | Survivor                    | R  | 2.50  | 3.50  | Heart Breaker                | R  | 3.00  | 5.00  | Liberal Pop Singer      | R  | 1.50  | 2.50  |
| Drunken Revelry                  | R  | 2.50  | 3.50  | Susan Anthony               | C  | 2.50  | 3.50  | Hunts at Night               | U  | 1.25  | 2.00  | Lord of the Jungle      | U  | 2.00  | 3.00  |
| Elder Stone                      | U  | 2.50  | 3.50  | Taking the Death Blow       | R  | 2.50  | 3.50  | Incania Avatar               | R  | 2.00  | 4.00  | Last in the Jungle      | R  | 2.00  | 4.00  |
| Elder Vampire                    | R  | 3.00  | 5.00  | Teeth of Titanium           | U  | 2.50  | 3.50  | Kills the Weak               | U  | 1.25  | 2.00  | Last Map                | U  | 1.00  | 2.00  |
| Enthal Rend                      | R  | 2.50  | 3.50  | Thomas Kachina              | C  | 2.50  | 3.50  | Kiss of the Wym              | R  | 3.00  | 5.00  | Mam                     | U  | 2.00  | 3.00  |
| Eya of the Cobra                 | U  | 2.50  | 3.50  | Thunder Tiger               | U  | 2.50  | 3.50  | Latoria the Temptress        | U  | 1.25  | 2.00  | Mantle of El Dorado     | R  | 4.00  | 6.00  |
| Foene Kin                        | R  | 2.50  | 3.50  | Tribal War                  | R  | 3.00  | 5.00  | Longtooth Squallier          | R  | 4.00  | 6.00  | Martha                  | U  | 1.50  | 2.50  |
| Fang Dagger                      | R  | 5.00  | 7.00  | True Silverheels            | C  | 2.50  | 3.50  | Lord of the Realm            | R  | 2.00  | 4.00  | Mists of Vengeance      | U  | 1.50  | 2.50  |
| Fast Strike                      | R  | 2.50  | 3.50  | Uktena Wymloe               | R  | 4.00  | 6.00  | Mage's Talisman              | R  | 5.00  | 7.00  | Nerve Agent             | U  | 1.50  | 2.50  |
| Feather of the Phoenix           | R  | 2.50  | 3.50  | Unlaid Escape               | R  | 2.50  | 3.50  | Mafess                       | UR | 12.00 | 20.00 | Night Terror            | U  | 1.50  | 2.50  |
| Fennis' Bile                     | R  | 2.50  | 3.50  | Walks-with-Night            | R  | 3.00  | 5.00  | Makmow                       | UR | 12.00 | 20.00 | Nuclear Sauna           | U  | 1.00  | 2.00  |
| Flower of Aphrodite              | R  | 2.50  | 3.50  | War Paint of Wahya Ohni     | R  | 2.50  | 3.50  | Margen                       | R  | 2.00  | 4.00  | Operation Blight        | U  | 1.50  | 2.50  |
| Frenzy                           | U  | 2.50  | 3.50  | Whelp Body                  | U  | 2.50  | 3.50  | Mr. Igouano                  | U  | 1.25  | 2.00  | Orville                 | R  | 1.50  | 2.50  |
| Gaia's Vengeance                 | R  | 4.00  | 6.00  | Wisdom of the Seer          | R  | 3.00  | 5.00  | Pentex Executive & Limousine | R  | 2.00  | 4.00  | Outcast Basilisk        | R  | 1.50  | 2.50  |
| Gangrel Ally                     | R  | 3.00  | 5.00  | Wym Skn                     | R  | 2.50  | 3.50  | Phest                        | U  | 1.25  | 2.00  | Pentex Headquarters     | R  | 1.50  | 2.50  |
| Geos                             | U  | 2.50  | 3.50  | Wym Slayer, Ronan Garou     | R  | 3.00  | 5.00  | Psychic Hallucination        | R  | 2.00  | 4.00  | Pentex Map Makers       | C  | .75   | 1.50  |
| Gere-Hunts-the-Hunters           | U  | 2.50  | 3.50  | Wym Tost                    | R  | 2.50  | 3.50  | Psychotic Stalker            | R  | 2.00  | 4.00  | Pentex Supply Lines     | U  | 1.00  | 2.00  |
| Get Medieval                     | R  | 6.00  | 8.00  | Yun Tzavrich                | UR | 25.00 | 35.00 | Red Alert                    | U  | 1.25  | 2.00  | Prentice Turner         | U  | 1.50  | 2.50  |
| Glib Tongue                      | R  | 2.50  | 3.50  | Zachary Ellison             | U  | 2.50  | 3.50  | Red-Headed Stepchild         | R  | 3.00  | 5.00  | Ranch Apocalypse        | R  | 1.50  | 2.50  |
| Golgol Fangs-First               | R  | 3.00  | 5.00  |                             |    |       |       | Renegade Werewolf Hunter     | U  | 1.25  | 2.00  | Reinforcements          | U  | 1.00  | 2.00  |
| Goll Mac Moama                   | U  | 2.50  | 3.50  |                             |    |       |       | Rent Assurder                | R  | 3.00  | 5.00  | Renegade Mercenary      | J  | 1.50  | 2.50  |
| Grand Klave                      | R  | 3.00  | 5.00  |                             |    |       |       | Road of the Wym              | U  | 1.25  | 2.00  | Ribs Crushed            | U  | 2.00  | 3.00  |
| Greater Bonishment               | R  | 3.00  | 5.00  |                             |    |       |       | Skin of the Hellbound        | U  | 2.00  | 4.00  | Roars Like Thunder      | U  | 1.50  | 2.50  |
| Grek Twice-Tongue                | U  | 2.50  | 3.50  |                             |    |       |       | Snickers                     | U  | 1.25  | 2.00  | Rocket Launcher         | R  | 2.00  | 4.00  |
| Greylist                         | U  | 2.50  | 3.50  |                             |    |       |       | Spiritual Revelation         | R  | 2.00  | 4.00  | "Rym," "Horned Thunder" | C  | .75   | 1.50  |
| Grimfang                         | R  | 3.00  | 5.00  |                             |    |       |       | Subjugation of Gaia          | U  | 1.25  | 2.00  | Sept of Gold            | UR | 12.00 | 20.00 |
| Growth-at-Moon                   | U  | 2.50  | 3.50  |                             |    |       |       | Survival Nut                 | U  | 1.25  | 2.00  | Shroud of the Jungle    | R  | 1.50  | 2.50  |
| Guides-to-Truth                  | R  | 2.50  | 3.50  |                             |    |       |       | Sybil                        | U  | 1.25  | 2.00  | Sky River               | R  | 2.00  | 4.00  |
| Gunnar Draughtbane               | UR | 25.00 | 35.00 |                             |    |       |       | Taunuk                       | R  | 3.00  | 5.00  | Spirit Boomerang        | U  | 1.50  | 2.50  |
| Harone Gloom                     | R  | 3.00  | 5.00  |                             |    |       |       | Telemarketing Campaign       | U  | 1.50  | 2.50  | Spirit Backlash         | R  | 2.00  | 4.00  |
| Head Wound                       | U  | 2.50  | 3.50  |                             |    |       |       | T.F. Mackwell                | R  | 3.00  | 5.00  | Spirit Taper            | U  | 1.50  | 2.50  |
| Impregium                        | R  | 2.50  | 3.50  |                             |    |       |       | Toga of Dionysus             | U  | 1.25  | 2.00  | Stand Like a Fool       | R  | 2.00  | 4.00  |
| Incania Sigil                    | R  | 2.50  | 3.50  |                             |    |       |       | Totem Form                   | R  | 2.00  | 4.00  | Societal Farmer Team    | R  | 1.50  | 2.50  |
| Jack Debitangu                   | UR | 25.00 | 35.00 |                             |    |       |       | Trinity Hive Coem            | UR | 12.00 | 20.00 | Supernatural Leeches    | C  | 1.50  | 2.50  |
| Jocky Gecko                      | C  | 2.50  | 3.50  |                             |    |       |       | Vampire Blood                | R  | 3.00  | 5.00  | Swords                  | C  | .75   | 1.50  |
| Julisha of the Thousand Masks    | R  | 3.00  | 5.00  |                             |    |       |       | Zhyznok                      | UR | 12.00 | 20.00 | Swift Reconnaissance    | R  | 2.00  | 4.00  |
| Kelly Still Waters               | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       | Tamara Immortale        | C  | .75   | 1.50  |
| Kinfolk - Environmental Activist | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       | Treasure Map            | R  | 2.00  | 4.00  |
| Kinfolk - Small Town Cop         | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       | Unsettling Truth        | U  | 1.50  | 2.50  |
| Kinfolk - Soldier of Fortune     | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       | Visit from White Father | U  | 2.00  | 3.00  |
| Kinfolk - TV Reporter            | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       | War of Amazon           | U  | 2.00  | 3.00  |
| Kinfolk - Veterinarian           | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       | Wild Animals            | U  | 1.50  | 2.50  |
| Klotal Stargazer                 | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Klavra                           | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Krife Wind                       | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Lamuran                          | U  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Leukpapes                        | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Lone Wolf Lupo                   | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Lord Albrecht                    | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Lucky Blow                       | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Luna's Links                     | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Lunar Eclipse                    | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Mamu                             | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Mangle                           | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Mar Cabrah                       | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Master of the Pack               | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Matmarch Mourning                | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Makole Hide                      | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Moon Sign                        | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Monk High Mountain               | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Mother Lorrissa                  | U  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Nephthys Mu'at                   | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Osmin Mac Gaelach                | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Old Red Eagle                    | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Old Storm-Chaser                 | U  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Old Wolf of the Woods            | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Peace of Nature                  | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Pearl River                      | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Pentex Refinery                  | R  | 4.00  | 6.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Piper, The                       | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Portable Computer                | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Progenitor Mage                  | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Quoting the Utiny                | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Remove Gai's Blessing            | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Rite of Inveshure                | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Road of Storms                   | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Roger Daly                       | R  | 3.00  | 5.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Samuel Haight                    | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Sands of Sleep                   | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Scratches-at-Floes               | U  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Shogeka Hunter Moon              | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Shogun                           | R  | 4.00  | 6.00  |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Shu Houre                        | UR | 25.00 | 35.00 |                             |    |       |       |                              |    |       |       |                         |    |       |       |
| Silhouette                       | R  | 2.50  | 3.50  |                             |    |       |       |                              |    |       |       |                         |    |       |       |

prices guide







## STAR TREK: TNG - GAPS IN NORMAL SPACE

|                               |   |       |       |
|-------------------------------|---|-------|-------|
| Gaps in Normal Space          | U | 1.25  | 2.00  |
| Genetic Replicator            | U | 2.25  | 3.00  |
| Geordi La Forge               | R | 18.00 | 25.00 |
| Goddess of Empathy            | R | 5.00  | 8.00  |
| Gowron                        | R | 12.00 | 18.00 |
| Gravimetric                   | U | 1.50  | 2.50  |
| Hackback                      | R | 8.00  | 12.00 |
| Hannah Bates                  | U | 1.25  | 2.00  |
| Halo-Projectors               | U | 1.25  | 2.00  |
| Hologram Ruse                 | U | 1.50  | 2.50  |
| Honor Challenge               | R | 5.00  | 8.00  |
| Horgan                        | R | 12.00 | 18.00 |
| Hugh                          | R | 12.00 | 18.00 |
| Hunt for DNA Program          | R | 3.50  | 5.00  |
| Husnock Ship                  | U | 2.25  | 3.00  |
| Hyper-Aging                   | U | 1.50  | 2.50  |
| I.K.C. Bortus                 | R | 8.00  | 10.00 |
| I.K.C. Baruk                  | R | 7.00  | 10.00 |
| I.K.C. Hegh'ra                | R | 7.00  | 10.00 |
| I.K.C. K'Var                  | C | 1.50  | 2.50  |
| I.K.C. Pagh                   | R | 7.00  | 10.00 |
| I.K.C. Qu'Vat                 | R | 7.00  | 10.00 |
| Icona Investigation           | R | 3.50  | 5.00  |
| Incoming Message-Federation   | U | 3.25  | 4.00  |
| Incoming Message-Klingon      | U | 2.25  | 3.00  |
| Incoming Message-Romulan      | U | 2.25  | 3.00  |
| Interphase Generator          | R | 8.00  | 12.00 |
| Investigate Alien Probe       | R | 4.00  | 6.00  |
| Investigate Disappearance     | R | 4.00  | 6.00  |
| Investigate Disturbance       | R | 4.00  | 6.00  |
| Investigate Assassination     | R | 4.00  | 6.00  |
| Investigate Raid              | R | 3.50  | 5.00  |
| Investigate Rogue Comet       | R | 3.25  | 4.00  |
| Investigate "Shattered Space" | R | 3.50  | 5.00  |
| Investigate Sighting          | R | 2.50  | 3.50  |
| Investigate Time Continuum    | R | 3.50  | 5.00  |
| Ishara Yar                    | U | 2.25  | 3.00  |
| Jaglan Snare-Info Broker      | R | 5.00  | 8.00  |
| Jean-Luc Picard               | R | 40.00 | 60.00 |
| Jenna D'Sora                  | U | 1.50  | 2.50  |
| Jo'Bril                       | U | 1.25  | 2.00  |
| Kahless                       | R | 6.00  | 10.00 |
| Kargan                        | R | 5.00  | 8.00  |
| K'Ehleyr                      | R | 7.00  | 10.00 |
| Kel                           | U | 1.50  | 2.50  |
| Kevin Uxbridge                | U | 1.50  | 2.50  |
| Khazara                       | R | 8.00  | 12.00 |
| Kilnner Research              | R | 3.50  | 5.00  |
| Kivas Fajo-Collector          | U | 2.25  | 3.00  |
| Klingon Death Yell            | R | 6.00  | 10.00 |
| Korath                        | U | 1.50  | 2.50  |
| Korris                        | U | 1.50  | 2.50  |
| Klarian Gama                  | R | 4.00  | 6.00  |
| Korak                         | R | 5.00  | 8.00  |
| Kurian Nakos                  | R | 8.00  | 12.00 |
| Kum                           | R | 7.00  | 10.00 |
| K'Vada                        | U | 1.25  | 2.00  |
| L'Kar                         | U | 1.25  | 2.00  |
| Leah Brahms                   | R | 5.00  | 8.00  |
| Life-Form Scan                | U | 1.50  | 2.50  |
| Lore Returns                  | R | 8.00  | 12.00 |
| Lore's Fingernail             | R | 7.00  | 10.00 |
| Lursa                         | R | 10.00 | 15.00 |
| Lwaxanna Troi                 | R | 8.00  | 12.00 |
| McKnight                      | C | 1.50  | 2.50  |
| Medical Relief                | R | 3.50  | 5.00  |
| Medical Recorder              | C | 1.25  | 2.00  |
| Mendok                        | R | 6.00  | 10.00 |
| Mercenary Ship                | C | 2.25  | 3.00  |
| Murk                          | U | 1.50  | 2.50  |
| Morgan Bateson                | R | 5.00  | 8.00  |

|                             |   |       |       |
|-----------------------------|---|-------|-------|
| Mat the Barber              | U | 1.50  | 2.50  |
| Maver                       | U | 1.50  | 2.50  |
| Mogulum                     | R | 6.00  | 8.00  |
| Mork                        | C | 2.25  | 3.00  |
| Nea-Warp Transport          | U | 1.25  | 2.00  |
| Nee's Doren                 | R | 8.00  | 12.00 |
| Neural Servo Device         | U | 1.50  | 2.50  |
| New Contact                 | R | 3.50  | 5.00  |
| Nikola Razhenko             | U | 1.50  | 2.50  |
| Nitrium Metal Parasites     | U | 2.25  | 3.00  |
| Norah Sabe                  | U | 1.50  | 2.50  |
| Nu'Daq                      | U | 1.50  | 2.50  |
| Null Space                  | U | 1.50  | 2.50  |
| Nutritional Shields         | U | 1.25  | 2.00  |
| N'Vek                       | U | 1.25  | 2.00  |
| O'rett                      | U | 2.25  | 3.00  |
| Pardek                      | U | 2.25  | 3.00  |
| Parent                      | U | 1.50  | 2.50  |
| Pegasus Search              | R | 3.50  | 5.00  |
| Pi                          | R | 5.00  | 8.00  |
| Plunder Site                | U | 1.50  | 2.50  |
| Portal Guard                | U | 1.25  | 2.00  |
| Q                           | R | 10.00 | 15.00 |
| Q2                          | U | 3.50  | 5.00  |
| Radioactive Garbage Scow    | U | 1.50  | 2.50  |
| Raise the Stakes            | U | 1.25  | 2.00  |
| Rebel Encounter             | U | 1.50  | 2.50  |
| Reginald Barclay            | R | 8.00  | 12.00 |
| Relief Mission              | C | 1.25  | 2.00  |
| REM Fongue Halakachans      | U | 2.25  | 3.00  |
| Restore Errant Moon         | U | 2.25  | 3.00  |
| Richard Galen               | R | 5.00  | 8.00  |
| Riva                        | U | 1.50  | 2.50  |
| Ro Loren                    | R | 8.00  | 12.00 |
| Roga Dancer                 | R | 10.00 | 15.00 |
| Sarek                       | R | 10.00 | 15.00 |
| Sargenta                    | R | 4.00  | 6.00  |
| Sarhang Plunder             | R | 3.25  | 4.00  |
| Satek                       | R | 7.00  | 10.00 |
| Secret Salvage              | U | 1.50  | 2.50  |
| Seek Life-form              | R | 3.50  | 5.00  |
| Sela                        | R | 10.00 | 15.00 |
| Shaka, When the Walls Fell  | U | 1.50  | 2.50  |
| Shelby                      | R | 7.00  | 10.00 |
| Sir Isaac Newton            | R | 8.00  | 12.00 |
| Sima Kolomo                 | U | 1.50  | 2.50  |
| Soren                       | U | 1.50  | 2.50  |
| Strategic Diversion         | U | 1.25  | 2.00  |
| Study "Hole in Space"       | R | 3.25  | 4.00  |
| Study Loka Pulsar           | R | 3.50  | 5.00  |
| Study Nebula                | R | 3.50  | 5.00  |
| Supernova                   | R | 7.00  | 10.00 |
| Survey Mission              | R | 4.00  | 6.00  |
| Talbak                      | U | 1.25  | 2.00  |
| Tam Ebrun                   | R | 6.00  | 10.00 |
| Tarshian Plague Ship        | U | 1.50  | 2.50  |
| Tasha Yar                   | R | 10.00 | 15.00 |
| Tebak                       | U | 1.25  | 2.00  |
| Telepathic Alien Kidnappers | U | 2.25  | 3.00  |
| Temporal Causality Loop     | R | 4.00  | 6.00  |
| Temporal Rift               | U | 1.50  | 2.50  |
| Test Mission                | C | 1.25  | 2.00  |
| Thomas Riker                | R | 12.00 | 18.00 |
| Thought Maker               | R | 10.00 | 15.00 |
| Time Travel Pod             | R | 5.00  | 8.00  |
| Tokath                      | U | 1.50  | 2.50  |
| Tomalak                     | R | 7.00  | 10.00 |
| Tog                         | U | 1.25  | 2.00  |
| Torak                       | U | 1.50  | 2.50  |
| Torak                       | U | 1.25  | 2.00  |
| Toreth                      | R | 6.00  | 10.00 |
| Tox Uhat                    | R | 8.00  | 12.00 |
| T'Pol                       | U | 1.50  | 2.50  |
| Transwrap Conduit           | U | 1.25  | 2.00  |
| Traveler, The Transcendence | U | 2.25  | 3.00  |
| Tsolkovsky Infection        | R | 4.00  | 6.00  |
| Two-Dimensional Creatures   | U | 2.25  | 3.00  |
| U.S.S. Britain              | R | 8.00  | 12.00 |
| U.S.S. Enterprise           | R | 30.00 | 50.00 |
| U.S.S. Excelsior            | C | 1.50  | 2.50  |
| U.S.S. Galaxy               | C | 1.50  | 2.50  |
| U.S.S. Hood                 | R | 8.00  | 12.00 |
| U.S.S. Phoenix              | R | 8.00  | 12.00 |
| U.S.S. Sutherland           | U | 2.50  | 3.50  |
| U.S.S. Yamato               | R | 8.00  | 12.00 |
| Vogh                        | U | 1.50  | 2.50  |
| Voran-T Disruption          | R | 8.00  | 12.00 |
| Vash                        | R | 8.00  | 12.00 |
| Vulkan Mindmeld             | U | 1.25  | 2.00  |
| Vulkan Stone of Gold        | R | 12.00 | 18.00 |
| Warp Core Breach            | R | 3.50  | 5.00  |
| Wesley Crusher              | R | 18.00 | 25.00 |
| William T. Riker            | R | 20.00 | 30.00 |
| Wind Dancer                 | R | 4.00  | 6.00  |
| Wolf                        | R | 20.00 | 30.00 |
| Wormhole Negotiations       | R | 4.00  | 6.00  |

## STAR TREK: THE NEXT GENERATION UNLIMITED

DECEMBER 1995

|                         |          |        |
|-------------------------|----------|--------|
| Full Set (363 cards)    | \$225.00 | 300.00 |
| Starter Deck (60 cards) | 7.00     | 10.00  |
| Starter Box (15 decks)  | 80.00    | 110.00 |
| Booster Pack (15 cards) | 2.50     | 3.00   |
| Booster Box (36 packs)  | 80.00    | 100.00 |

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

## ALTERNATE UNIVERSE EXPANSION

DECEMBER 1995

|                                 |         |        |
|---------------------------------|---------|--------|
| Full Set (122 cards)            | \$70.00 | 100.00 |
| Booster Pack (15 cards)         | 2.75    | 3.25   |
| Booster Box (36 packs)          | 90.00   | 110.00 |
| Unlisted Common cards           | 30      | 60     |
| Unlisted Common Personnel cards | 75      | 150    |
| Unlisted Uncommon cards         | 150     | 250    |

|                                |    |       |       |
|--------------------------------|----|-------|-------|
| Berlingoff Rasmussen           | R  | 3.00  | 5.00  |
| Beverly Picard                 | R  | 9.00  | 12.00 |
| Brute Force                    | R  | 7.00  | 10.00 |
| Coalescent Organism            | R  | 3.00  | 5.00  |
| Commander T'Pol                | R  | 3.00  | 5.00  |
| Compromised Mission            | R  | 4.00  | 6.00  |
| Cryostasis                     | R  | 7.00  | 10.00 |
| Data's Head                    | R  | 5.00  | 8.00  |
| Dathon                         | R  | 3.00  | 5.00  |
| Decus                          | R  | 6.00  | 9.00  |
| Devonian Downway               | R  | 8.00  | 12.00 |
| Diplomatic Conference          | R  | 3.00  | 5.00  |
| Echo Papa 607 Killer Drone     | R  | 4.00  | 6.00  |
| Echo Vessel                    | R  | 6.00  | 8.00  |
| FGC-47 Research                | R  | 7.00  | 10.00 |
| Fissure Research               | R  | 3.00  | 5.00  |
| Future Enterprise              | UR | 40.00 | 70.00 |
| Gemhu                          | R  | 6.00  | 9.00  |
| Governor Wolf                  | R  | 10.00 | 15.00 |
| L.K.C. Fek'lar                 | R  | 4.00  | 6.00  |
| Ian Andrew Troi                | R  | 3.00  | 5.00  |
| Konion Gateway                 | R  | 7.00  | 10.00 |
| Interrogation                  | R  | 3.00  | 5.00  |
| Jack Crusher                   | R  | 3.00  | 5.00  |
| K'mtar                         | R  | 3.00  | 5.00  |
| Lakota                         | U  | 2.00  | 4.00  |
| U. (g.g.) Picard               | U  | 3.00  | 5.00  |
| Major Rocket                   | U  | 3.00  | 5.00  |
| Ophidian Gene                  | R  | 3.00  | 5.00  |
| Quash Conspiracy               | R  | 4.00  | 6.00  |
| Rachel Garrett                 | R  | 3.00  | 5.00  |
| Receptacle Stones              | R  | 3.00  | 5.00  |
| Ressikan Flute                 | R  | 3.00  | 5.00  |
| Rumors                         | U  | 7.00  | 10.00 |
| Revealing Door                 | R  | 3.00  | 5.00  |
| Risa Share Leave               | R  | 3.00  | 5.00  |
| Samuel Clemens' Pocketwatch II | R  | 6.00  | 9.00  |
| Saze Wesley                    | R  | 4.00  | 6.00  |
| Shalon DeSano                  | R  | 4.00  | 6.00  |
| Tasha Yar Alternate            | R  | 4.00  | 6.00  |
| U.S.S. Enterprise-C            | R  | 10.00 | 15.00 |
| Vargan Raiders                 | R  | 3.00  | 5.00  |
| Warped Space                   | R  | 3.00  | 5.00  |
| Wartime Conditions             | R  | 3.00  | 5.00  |

## STAR WARS LIMITED EDITION

DECEMBER 1995

|                             |          |        |
|-----------------------------|----------|--------|
| Full Set (324 cards)        | \$350.00 | 450.00 |
| Starter Deck (60 cards)     | 9.00     | 10.00  |
| Starter Deck Box (10 decks) | 90.00    | 100.00 |
| Booster Pack (15 cards)     | 3.00     | 3.50   |
| Booster Box (36 packs)      | 95.00    | 100.00 |
| Unlisted Common cards       | 15       | 50     |

Cards are black-bordered.

|                           |   |      |      |
|---------------------------|---|------|------|
| A Disruption in the Force | U | 1.50 | 2.50 |
| Admiral Mara              | R | 2.00 | 4.00 |
| Affect Mind               | R | 4.00 | 6.00 |
| Alderaan                  | R | 4.00 | 6.00 |
| Alsmoon                   | U | 1.00 | 2.00 |
| Alter                     | U | 1.50 | 2.50 |
| Alien                     | U | 1.50 | 2.50 |
| Assault Rifle             | R | 2.00 | 4.00 |
| A Tremor in the Force     | U | 1.50 | 2.50 |
| Bantha                    | U | 1.00 | 2.00 |
| Beggar                    | R | 4.00 | 6.00 |
| Bent Legs                 | U | 1.00 | 2.00 |
| Bendu Shew                | U | 1.00 | 2.00 |
| Biggs Darklighter         | R | 5.00 | 8.00 |
| Black 2                   | R | 4.00 | 6.00 |
| Black 3                   | U | 1.50 | 2.50 |
| Blast Door Controls       | U | 1.00 | 2.00 |
| Blastor Back              | U | 1.50 | 2.50 |
| Blastor Scope             | U | 1.50 | 2.50 |

|                             |   |       |       |
|-----------------------------|---|-------|-------|
| Boosted TIE Blaster Cannon  | U | 1.50  | 2.50  |
| Boring Conversation Anyway  | R | 4.00  | 6.00  |
| BoShek                      | U | 1.50  | 2.50  |
| C-SPD                       | R | 18.00 | 35.00 |
| Callar                      | U | 1.00  | 2.00  |
| Carina Brew                 | R | 4.00  | 6.00  |
| Charming to the Last        | R | 2.00  | 4.00  |
| Chief Bast                  | U | 1.50  | 2.50  |
| Circle is Now Complete      | R | 4.00  | 6.00  |
| Colonel Wull Yularen        | U | 1.50  | 2.50  |
| Commander Plo               | U | 1.00  | 2.00  |
| Companion Corvette          | U | 1.00  | 2.00  |
| Crash Site Memorial         | U | 1.50  | 2.50  |
| Dantooine                   | U | 1.50  | 2.50  |
| Dantooine                   | U | 1.50  | 2.50  |
| Dark Collaboration          | R | 4.00  | 6.00  |
| Dark Hours                  | U | 1.00  | 2.00  |
| Dark Jedi Lightsaber        | U | 1.50  | 2.50  |
| Dark Jedi Presence          | R | 4.00  | 6.00  |
| Dark Vader                  | R | 25.00 | 50.00 |
| Darktroops                  | U | 1.50  | 2.50  |
| Death Star Central Core     | U | 1.00  | 2.00  |
| Death Star DGR              | U | 1.00  | 2.00  |
| Death Star Lvl 4 Mil. Cor.  | U | 1.50  | 2.50  |
| Death Star Plans            | R | 4.00  | 6.00  |
| Death Star Sentry           | U | 1.50  | 2.50  |
| Death Star Trash Comp.      | U | 1.50  | 2.50  |
| Death Star War Room         | U | 1.00  | 2.00  |
| Demoman                     | R | 2.00  | 4.00  |
| Devastator                  | R | 10.00 | 15.00 |
| Dice Juggler                | R | 2.00  | 4.00  |
| Disarmed                    | R | 4.00  | 6.00  |
| Disarmed                    | R | 4.00  | 6.00  |
| Dread Puke                  | R | 2.00  | 4.00  |
| Droid Get Cocky             | R | 4.00  | 6.00  |
| Dr. Evazan                  | R | 4.00  | 7.00  |
| DS-12                       | U | 1.50  | 2.50  |
| DS-61-3                     | R | 4.00  | 6.00  |
| Dumuk                       | R | 4.00  | 6.00  |
| EG-6                        | U | 1.00  | 2.00  |
| Elia Heart                  | U | 1.00  | 2.00  |
| Emergency Deployment        | U | 1.50  | 2.50  |
| Emmets Back The             | U | 1.50  | 2.50  |
| Escape Pod                  | U | 1.00  | 2.00  |
| Evanescent                  | U | 1.00  | 2.00  |
| Expanded the Empire         | R | 4.00  | 6.00  |
| Eyes in the Dark            | U | 1.50  | 2.50  |
| Fear Will Keep Them in Line | R | 2.00  | 4.00  |
| Felgump Trevelgy            | U | 1.50  | 2.50  |
| Finger Gun                  | U | 1.00  | 2.00  |
| FG-61A-7                    | R | 4.00  | 6.00  |
| Forgo Strong With this One  | R | 2.00  | 4.00  |
| Full Scale Alert            | U | 1.00  | 2.00  |
| Full Throttle               | R | 2.00  | 4.00  |
| Garmadon                    | R | 2.00  | 4.00  |
| General Dodonna             | U | 1.50  | 2.50  |
| General Tuggs               | R | 3.00  | 5.00  |



|                               |   |       |       |
|-------------------------------|---|-------|-------|
| Leutenant Tnbris              | U | 1.00  | 2.00  |
| Light Peppering Blaster Rifle | R | 4.00  | 6.00  |
| Lightsaber Proficiency        | R | 5.00  | 8.00  |
| Limited Resources             | U | 1.00  | 2.00  |
| Local Trouble                 | R | 4.00  | 6.00  |
| Lone Pilot                    | R | 2.00  | 4.00  |
| Lone Warrior                  | R | 2.00  | 4.00  |
| Look Sir, Droids              | R | 4.00  | 7.00  |
| LUKE! LUKE!                   | U | 1.50  | 2.50  |
| Luke Seeker                   | R | 3.00  | 5.00  |
| Luke's Back                   | U | 1.00  | 2.00  |
| Luke Skywalker                | R | 20.00 | 40.00 |
| Luke's X-34 Landspeeder       | U | 1.50  | 2.50  |
| Mantellian Swamp              | R | 2.00  | 4.00  |
| M'nyam Onih                   | U | 1.00  | 2.00  |
| Millennium Falcon             | R | 15.00 | 25.00 |
| Molator                       | R | 4.00  | 6.00  |
| Momaw Nadon                   | U | 1.00  | 2.00  |
| Moment of Triumph             | R | 2.00  | 4.00  |
| Move Along                    | R | 4.00  | 6.00  |
| MSE-6 "Mouse" Droid           | U | 1.50  | 2.50  |
| Myo                           | R | 2.00  | 4.00  |
| Nabru Leads                   | U | 1.00  | 2.00  |
| Nevai Yalnal                  | R | 2.00  | 4.00  |
| Nighfall                      | U | 1.50  | 2.50  |
| Noble Sacrifice               | R | 2.00  | 4.00  |
| Obi-Wan Kenobi                | R | 18.00 | 35.00 |
| Obi-Wan's Cape                | R | 4.00  | 7.00  |
| Obi-Wan's Lightsaber          | R | 4.00  | 7.00  |
| Observation Holocam           | U | 1.00  | 2.00  |
| On the Edge                   | R | 2.00  | 4.00  |
| Organa's Cer. Necklace        | R | 4.00  | 6.00  |
| Our Most Desperate Hour       | R | 4.00  | 6.00  |
| Out of Nowhere                | U | 1.00  | 2.00  |
| Owen Lars                     | U | 1.50  | 2.50  |
| Panic                         | U | 1.50  | 2.50  |
| Physical Choke                | R | 4.00  | 6.00  |
| Plastoid Armor                | U | 1.00  | 2.00  |
| Ponda Baba                    | U | 1.50  | 2.50  |
| Pops                          | U | 1.50  | 2.50  |
| Presence of the Force         | R | 4.00  | 6.00  |
| Prophets                      | U | 1.50  | 2.50  |
| Quad Laser Cannon             | U | 1.50  | 2.50  |
| Reactor Terminal              | U | 1.00  | 2.00  |
| Rebel Planners                | R | 2.00  | 4.00  |
| Red Leader                    | R | 4.00  | 6.00  |
| Red 1                         | U | 1.50  | 2.50  |
| Red 3                         | R | 2.00  | 4.00  |
| Restricted Deployment         | U | 1.50  | 2.50  |
| Return of a Jedi              | U | 1.00  | 2.00  |
| Revolution                    | R | 4.00  | 6.00  |
| Ryco Ryerd                    | U | 1.50  | 2.50  |
| Sandcrawler                   | R | 3.00  | 5.00  |
| Sandcrawler                   | R | 3.00  | 5.00  |
| Send a Detachment Down        | R | 4.00  | 6.00  |
| Sense                         | U | 1.50  | 2.50  |
| Sense                         | U | 1.50  | 2.50  |
| Skywalkers                    | R | 4.00  | 7.00  |
| Solo Han                      | R | 3.00  | 5.00  |
| Spaceport Speeders            | U | 1.00  | 2.00  |
| Special Modifications         | U | 1.50  | 2.50  |
| Suntdown                      | U | 1.50  | 2.50  |
| Tactical Re-Call              | R | 2.00  | 4.00  |
| Toggo Seeker                  | R | 2.00  | 4.00  |
| Targeting Computer            | U | 1.50  | 2.50  |
| Tarkin Seeker                 | R | 2.00  | 4.00  |
| Tatooine, Cantina             | R | 2.00  | 4.00  |
| Tatooine, Cantina             | R | 2.00  | 4.00  |
| Tatooine, Cantina             | R | 2.00  | 4.00  |
| Tatooine: Lusc. Moisture Farm | U | 1.00  | 2.00  |
| Tatooine: Mos Eisley          | U | 1.00  | 2.00  |
| Tatooine: Obi-Wan's Hut       | R | 4.00  | 6.00  |
| Thank the Maker               | R | 2.00  | 4.00  |
| This is All Your Fault        | U | 1.50  | 2.50  |
| TIE Advanced x1               | U | 1.00  | 2.00  |
| TIE Fighter                   | C | .50   | .75   |
| Tonnika Sisters               | R | 4.00  | 6.00  |
| Traffic Control               | U | 1.00  | 2.00  |
| Trinita Duaba                 | U | 1.50  | 2.50  |
| Trooper Charge                | U | 1.00  | 2.00  |
| Turbolaser Battery            | R | 2.00  | 4.00  |
| Tusken Breath Mask            | U | 1.50  | 2.50  |
| 2X-3KPR                       | U | 1.50  | 2.50  |
| Uhhhh!                        | R | 4.00  | 6.00  |
| Uhhhh!                        | R | 4.00  | 6.00  |
| Vader's Custom TIE            | R | 4.00  | 7.00  |

|                             |   |      |       |
|-----------------------------|---|------|-------|
| Vader's Eye                 | R | 4.00 | 7.00  |
| Vader's Lightsaber          | R | 8.00 | 12.00 |
| Warrior's Courage           | R | 2.00 | 4.00  |
| We're All Gonna Thinner!    | R | 4.00 | 6.00  |
| WED-9-M1 Bantha Droid       | R | 2.00 | 4.00  |
| WED15-1662 Treadwell Droid  | R | 2.00 | 4.00  |
| Wesloa                      | U | 1.50 | 2.50  |
| Wrong Turn                  | U | 1.50 | 2.50  |
| Wuher                       | U | 1.00 | 2.00  |
| Yavin 4 Jungle              | U | 1.00 | 2.00  |
| Yavin 4: Massassi War Rm    | U | 1.00 | 2.00  |
| Yavin 4: Massassi Throne Rm | R | 4.00 | 6.00  |
| Yavin Sentry                | U | 1.00 | 2.00  |
| Yenka Mig                   | U | 1.50 | 2.50  |
| Your Eyes Can Deceive You   | U | 1.50 | 2.50  |
| Your Powers: Old Man        | R | 4.00 | 6.00  |

### STAR WARS UNLIMITED EDITION

PAPER EPITHETS DEC 1998-1999

Full Set (330 cards including 6 new, exclusive cards)

\$300.00 400.00

Starter Dual Deck (120 cards) 18.00 20.00

Starter Box (5 dual decks) 90.00 100.00

Booster Pack (15 cards) 3.00 3.50

Booster Box NONE

(Booster Packs are found one per dual deck.)

Cards are white-bordered.

### SUPER DECK!

CARD SHARKS-1994

Full Set (160 cards) \$30.00 50.00

Starter Deck (60 cards) 3.00 5.00

Starter Box (10 decks) 30.00 50.00

### SUPER NOVA

HEARTBREAKER HOBBIES-1995

Full Set (165 cards) \$40.00 60.00

Booster Pack (18 cards) 2.75 3.25

Booster Box (36 packs) 90.00 110.00

### TOP OF THE ORDER

BONUSS-1995

Full Set (336 cards) \$200.00 300.00

Starter Deck (80 cards) 9.00 10.00

Starter Dual Deck (160 cards) 18.00 20.00

Starter Box (five dual decks) 90.00 100.00

Booster Pack (12 cards) 2.25 2.75

Booster Box (36 packs) 80.00 95.00

Unlimited Very Common cards 10 30

Unlimited Common cards 25 75

Unlimited Uncommon cards 1.00 2.00

Alomar, Roberto R 4.00 6.00

Alomar, Sandy Jr. R 2.00 4.00

Alou, Moses R 2.00 4.00

Appier, Kevin R 2.00 3.00

Ayala, Bobby R 2.00 3.00

Boerra, Carlos R 4.00 6.00

Bogwell, Jeff U 2.50 3.50

Boh, Derek R 2.00 3.00

Belle, Albert R 8.00 12.00

Bichette, Donita R 3.00 4.00

Boggs, Wade R 3.00 4.00

Bonds, Barry R 6.00 10.00

Bonilla, Bobby U 1.50 2.50

Boone, Bret R 2.00 3.00

Brantley, Jeff R 2.00 3.00

Conseco, Jose U 1.50 2.50

Carter, Joe R 3.00 5.00

Clark, Will R 3.00 4.00

Clemens, Roger U 75 150

Coleman, Vince R 2.00 3.00

Cone, David U 1.50 2.50

Conne, Jeff R 2.00 3.00

Davis, Chili R 2.00 3.00

DeSarcia, Gary R 2.00 3.00

Durston, Shawan R 2.00 3.00

Eckersley, Dennis C 75 150

Edmonds, Jim R 3.00 5.00

Fielder, Cecil U 1.50 2.50

Finley, Steve R 2.00 3.00

Fryman, Travis U 1.50 2.50

Galarraga, Andres R 2.00 4.00

Gant, Ron R 2.00 4.00

Galkey, Bernard R 2.00 3.00

Glavne, Tom U 1.50 2.50

Gonzalez, Juan C 75 150

Goodwin, Curtis R 2.00 3.00

Goodwin, Tom R 2.00 3.00

Grace, Mark R 2.00 4.00

Griffey, Ken Jr R 12.00 20.00

Guillen, Ozze R 2.00 3.00

Gwynn, Tony R 5.00 8.00

Hammond, Chris R 2.00 3.00

Henderson, Ricky U 1.50 2.50

|                  |   |       |       |
|------------------|---|-------|-------|
| Henke, Tom       | R | 2.00  | 3.00  |
| Henneman, Mike   | R | 2.00  | 3.00  |
| Johnson, Randy   | R | 3.00  | 5.00  |
| Jones, Chopper   | C | 6.00  | 8.00  |
| Jones, Todd      | R | 2.00  | 3.00  |
| Jordan, Brian    | R | 2.00  | 3.00  |
| Jayner, Wally    | R | 2.00  | 3.00  |
| Justice, David   | R | 3.00  | 5.00  |
| Karas, Eric      | R | 2.00  | 4.00  |
| Klesko, Ryan     | U | 2.00  | 3.00  |
| Knoblauch, Chuck | R | 2.00  | 4.00  |
| Larkin, Barry    | R | 2.00  | 4.00  |
| Lahon, Kenny     | R | 5.00  | 8.00  |
| Maddux, Greg     | R | 12.00 | 20.00 |
| Martinez, Edgar  | R | 2.00  | 4.00  |
| Martinez, Pedro  | R | 2.00  | 3.00  |
| Mattingly, Fred  | R | 7.00  | 10.00 |
| McGriff, Don     | R | 3.00  | 5.00  |
| McGuire, Mark    | R | 3.00  | 4.00  |
| McLennan, Mark   | R | 2.00  | 3.00  |
| McRae, Brian     | R | 2.00  | 3.00  |
| Molitor, Paul    | C | 75    | 150   |
| Mondes, Raul     | R | 4.00  | 6.00  |
| Murray, Eddie    | R | 2.00  | 4.00  |
| Mussina, Mike    | U | 1.50  | 2.50  |
| Myers, Randy     | R | 2.00  | 4.00  |
| Noehring, Tim    | R | 2.00  | 3.00  |
| Nomo, Hideo      | R | 8.00  | 12.00 |
| Palmeiro, Rafael | R | 2.00  | 4.00  |
| Palmer, Dean     | R | 2.00  | 4.00  |
| Paravel, Troy    | R | 2.00  | 3.00  |
| Piazza, Mike     | R | 7.00  | 10.00 |
| Plesac, Dan      | R | 2.00  | 3.00  |
| Plunk, Eric      | R | 2.00  | 3.00  |
| Puckett, Kirby   | R | 7.00  | 10.00 |
| Ramirez, Manny   | R | 6.00  | 9.00  |
| Reed, Steve      | R | 2.00  | 3.00  |
| Ripken, Cal      | R | 12.00 | 20.00 |
| Risley, Bill     | R | 2.00  | 3.00  |
| Roberts, Bob     | R | 2.00  | 3.00  |
| Rodriguez, Alex  | C | 75    | 150   |
| Rodriguez, Ivan  | R | 2.00  | 4.00  |
| Saunders, Bret   | U | 1.50  | 2.50  |
| Salmon, Tim      | R | 2.00  | 4.00  |
| Sanders, Dean    | R | 3.00  | 5.00  |
| Sanders, Reggie  | R | 2.00  | 4.00  |
| Schilling, Curt  | R | 2.00  | 3.00  |
| Scott, Tim       | R | 2.00  | 3.00  |
| Sheffield, Gary  | R | 2.00  | 4.00  |
| Smith, Lee       | R | 2.00  | 4.00  |
| Smith, Ozzie     | U | 2.50  | 3.50  |
| Smoltz, John     | R | 2.00  | 4.00  |
| Sosa, Sammy      | R | 2.00  | 4.00  |
| Strommen, Todd   | R | 2.00  | 3.00  |
| Thomas, Frank    | R | 12.00 | 20.00 |
| Thorne, Jim      | R | 3.00  | 5.00  |
| Valentin, John   | R | 2.00  | 3.00  |
| Vaughn, Mo       | R | 4.00  | 6.00  |
| Walker, Larry    | R | 2.00  | 4.00  |
| Wetteland, John  | R | 2.00  | 4.00  |
| Whitaker, Lou    | R | 2.00  | 3.00  |
| Williams, Matt   | R | 4.00  | 7.00  |
| Wohlers, Mark    | R | 2.00  | 4.00  |
| Worrell, Todd    | R | 2.00  | 3.00  |

### TOWNS IN TIME

THUNDER CASTLE GAMES-1995

Full Set (210 cards) \$90.00 150.00

Starter Deck (55 cards) 7.00 8.00

Starter Box (12 decks) 65.00 80.00

Booster Pack (8 cards) 1.25 1.75

Booster Box (60 packs) 75.00 100.00

### ULTIMATE COMBAT!

ULTIMATE GAMES-1995

Full Set (150 cards) \$75.00 110.00

Starter Deck (60 cards) 7.00 9.00

Starter Box (10 decks) 70.00 90.00

Booster Pack (15 cards) 2.00 3.00

Booster Box (36 packs) 70.00 90.00

### VAMPIRE: THE ETERNAL STRUGGLE

WIZARDS OF THE COAST-1995

Full Set (436 cards) \$225.00 300.00

Starter Deck (76 cards) 8.00 10.00

Starter Box (10 decks) 80.00 100.00

Booster Pack (19 cards) 2.50 3.00

Booster Box (36 packs) 75.00 90.00

### DARK SOYERIONS EXPANSION

WIZARDS OF THE COAST-1995

Full Set (173 cards) \$90.00 125.00

Booster Pack (15 cards) 2.00 2.50

Booster Box (36 packs) 70.00 85.00



### WILDSTORMS-BLITZ

#### WILDSTORMS

WILDSTORM PRODUCTIONS-1995

Full Set (315 cards) \$250.00 350.00

Starter Deck (60 cards) 7.00 9.00

Starter Box (12 decks) 75.00 95.00

Booster Pack (15 cards) 2.00 2.50

Booster Box (36 packs) 70.00 85.00

Lynch R 8.00 12.00

Mysterious Disappearance R 8.00 12.00

Old Rivalry Resurfaces R 6.00 10.00

Pitt R 8.00 12.00



# INQUEST™

THE GUIDE TO COLLECTIBLE CARD GAMES

## #16: THE SCI-FI ISSUE!



# INQUEST

checklists

## DOOM TROOPER

### DOOMTROOPER—MORTIFICATOR EXPANSION

HEARTBREAKER HOBBIES-1996

Full Set (123 cards)

All cards that are C2 are twice as common as those that are C1. This holds true with all other rarities.

| Name  | Rarity |
|---|--------|
| <input type="checkbox"/> Adman's Resistance           | C2     |
| <input type="checkbox"/> Air-to-Ground Missile        | C2     |
| <input type="checkbox"/> Amnesia                      | U2     |
| <input type="checkbox"/> And Stay Dead!               | U1     |
| <input type="checkbox"/> Anhdote                      | C3     |
| <input type="checkbox"/> Armor-Piercing Ammo          | U2     |
| <input type="checkbox"/> Autogyro                     | C2     |
| <input type="checkbox"/> Back Door                    | C2     |
| <input type="checkbox"/> Battle Cry                   | C2     |
| <input type="checkbox"/> Bauhaus Security Guard       | C2     |
| <input type="checkbox"/> Bite the Dust                | U2     |
| <input type="checkbox"/> Black Venom                  | U2     |
| <input type="checkbox"/> Blasting Away                | C2     |
| <input type="checkbox"/> Blessed Blood                | C3     |
| <input type="checkbox"/> Blessed by Apostle           | C2     |
| <input type="checkbox"/> Bluff                        | C2     |
| <input type="checkbox"/> Booby Trap                   | U2     |
| <input type="checkbox"/> Bribery                      | U2     |
| <input type="checkbox"/> Burglary                     | U2     |
| <input type="checkbox"/> Cardinal's Blood             | C2     |
| <input type="checkbox"/> Carnage                      | U1     |
| <input type="checkbox"/> Censor Drops                 | C2     |
| <input type="checkbox"/> Certified Operator           | C2     |
| <input type="checkbox"/> Club Arkadon                 | C2     |
| <input type="checkbox"/> Concealed Weapon             | C2     |
| <input type="checkbox"/> Cornered                     | U2     |
| <input type="checkbox"/> Crenshaw the Redeemer        | U2     |
| <input type="checkbox"/> Curator's Gift, The          | C3     |
| <input type="checkbox"/> Currency Exchange            | C2     |
| <input type="checkbox"/> Cursed Amulet                | C2     |
| <input type="checkbox"/> Day of Mourning              | C2     |
| <input type="checkbox"/> Dead Zone                    | C2     |
| <input type="checkbox"/> Deal With It                 | U1     |
| <input type="checkbox"/> Death Maze                   | C2     |
| <input type="checkbox"/> Defensive Barrier            | C2     |
| <input type="checkbox"/> Deja Vu                      | U2     |
| <input type="checkbox"/> Don't Call Again!            | C2     |
| <input type="checkbox"/> Dwindling Faith              | C2     |
| <input type="checkbox"/> Eat This!                    | C2     |
| <input type="checkbox"/> Economic Breakdown           | U2     |
| <input type="checkbox"/> Embassy                      | C2     |
| <input type="checkbox"/> Entitlement                  | C2     |
| <input type="checkbox"/> Erwin Stahler                | C2     |
| <input type="checkbox"/> Falling Market               | U2     |
| <input type="checkbox"/> Fill 'Em Up                  | C2     |
| <input type="checkbox"/> Foreseeing Tomorrow          | U2     |
| <input type="checkbox"/> Ghost in the Machine         | U2     |
| <input type="checkbox"/> Golgotha Unleashed           | U2     |
| <input type="checkbox"/> Golgotha's Citadel           | U2     |
| <input type="checkbox"/> Gung Ho                      | U1     |
| <input type="checkbox"/> Hasty Getaway                | U2     |
| <input type="checkbox"/> Hidden                       | C2     |
| <input type="checkbox"/> Holy Protector               | C2     |
| <input type="checkbox"/> Illumination                 | U2     |
| <input type="checkbox"/> Inconvenient Phone Call      | C2     |
| <input type="checkbox"/> Inferior Technology          | U2     |
| <input type="checkbox"/> Informants                   | C2     |
| <input type="checkbox"/> Into the Dark                | C2     |
| <input type="checkbox"/> It Shall Be Done, Excellency | U2     |
| <input type="checkbox"/> Jake Kramer                  | U1     |
| <input type="checkbox"/> Joker!                       | U2     |
| <input type="checkbox"/> Lifeguard Armor              | U2     |
| <input type="checkbox"/> Life Insurance               | C2     |
| <input type="checkbox"/> Listen Up!                   | C2     |
| <input type="checkbox"/> Lying on the Edge            | U2     |
| <input type="checkbox"/> Local Thug                   | C2     |
| <input type="checkbox"/> Lotus Blossom                | U2     |
| <input type="checkbox"/> Luna Memorial Hospital       | U2     |
| <input type="checkbox"/> Master of Disguise           | U2     |
| <input type="checkbox"/> Mercenary                    | U2     |
| <input type="checkbox"/> Metropolitan Prophet         | U2     |
| <input type="checkbox"/> Mudslayer                    | U2     |
| <input type="checkbox"/> Moral Decay                  | U2     |
| <input type="checkbox"/> No Loose Ends                | C3     |

| Name  | Rarity |
|---|--------|
| <input type="checkbox"/> Oh Yeah?!              | U2     |
| <input type="checkbox"/> Pandora's Box          | C3     |
| <input type="checkbox"/> Panic Button           | C2     |
| <input type="checkbox"/> Platinum Dream         | U2     |
| <input type="checkbox"/> Play It Again          | U2     |
| <input type="checkbox"/> Pound of Flesh         | U1     |
| <input type="checkbox"/> Powerful Command       | U2     |
| <input type="checkbox"/> Punch Drunk            | C2     |
| <input type="checkbox"/> Pursuit                | C2     |
| <input type="checkbox"/> Rage                   | C2     |
| <input type="checkbox"/> Reactive Armor Plates  | C2     |
| <input type="checkbox"/> Reflection             | C2     |
| <input type="checkbox"/> Replicant Lab          | U2     |
| <input type="checkbox"/> Repudate               | U2     |
| <input type="checkbox"/> Rising Market          | C2     |
| <input type="checkbox"/> Rabbed Blind           | U2     |
| <input type="checkbox"/> Russian Roulette       | C2     |
| <input type="checkbox"/> Sachs 9000             | C2     |
| <input type="checkbox"/> Secret                 | U2     |
| <input type="checkbox"/> Shore Leave            | C2     |
| <input type="checkbox"/> Snake Screen           | C2     |
| <input type="checkbox"/> Solidarity             | U2     |
| <input type="checkbox"/> Special Orders         | C2     |
| <input type="checkbox"/> Spiraling Death        | U2     |
| <input type="checkbox"/> Spirit of Nathaniel    | U2     |
| <input type="checkbox"/> Striker Palace, The    | U2     |
| <input type="checkbox"/> Stun Grenade           | U2     |
| <input type="checkbox"/> Superior Quality       | U2     |
| <input type="checkbox"/> Suppressing Fire       | U2     |
| <input type="checkbox"/> Surface-to-Air Missile | C2     |
| <input type="checkbox"/> Surveillance Ship      | U2     |
| <input type="checkbox"/> Switched Labels        | U2     |
| <input type="checkbox"/> Symmetry Know          | U2     |
| <input type="checkbox"/> Temporary Insanity     | U2     |
| <input type="checkbox"/> Tempest Attack         | C2     |
| <input type="checkbox"/> Think Again            | U2     |
| <input type="checkbox"/> Throwing It All Away   | U2     |
| <input type="checkbox"/> To Be or Not To Be     | C2     |
| <input type="checkbox"/> Trail of Evidence      | C2     |
| <input type="checkbox"/> Training               | C2     |
| <input type="checkbox"/> Trust in the Arms      | U2     |
| <input type="checkbox"/> Try And Stop Me!       | U2     |
| <input type="checkbox"/> Unintentional          | U2     |
| <input type="checkbox"/> Warning Play?          | U1     |
| <input type="checkbox"/> Watch Tower            | C2     |
| <input type="checkbox"/> Watchful Eye           | U2     |
| <input type="checkbox"/> What Have We Here?     | U2     |
| <input type="checkbox"/> Wrist                  | U2     |

## DRAGON DICE

### DRAGON DICE—FIREWALKERS EXPANSION

1996

Full Set (46 dice)

| Name   | Type       | Rarity |
|--|------------|--------|
| <input type="checkbox"/> Adventurer                | Firewalker | U      |
| <input type="checkbox"/> Azkimmer                  | Firewalker | R      |
| <input type="checkbox"/> Black Drake               | Dragon     | P      |
| <input type="checkbox"/> Black Wyrm                | Dragon     | R      |
| <input type="checkbox"/> Blue Drake                | Dragon     | R      |
| <input type="checkbox"/> Blue Wyrm                 | Dragon     | R      |
| <input type="checkbox"/> Coastland City            | Terrain    | R      |
| <input type="checkbox"/> Coastland Standing Stones | Terrain    | R      |
| <input type="checkbox"/> Coastland Temple          | Terrain    | P      |
| <input type="checkbox"/> Coastland Tower           | Terrain    | P      |
| <input type="checkbox"/> Dayranger                 | Firewalker | R      |
| <input type="checkbox"/> Expeditioner              | Firewalker | P      |
| <input type="checkbox"/> Explorer                  | Firewalker | C      |
| <input type="checkbox"/> Firemaster                | Firewalker | U      |
| <input type="checkbox"/> Fireshadow                | Monster    | R      |
| <input type="checkbox"/> Firewalker                | Firewalker | C      |
| <input type="checkbox"/> Firewalker                | Firewalker | P      |
| <input type="checkbox"/> Flatland City             | Terrain    | R      |
| <input type="checkbox"/> Flatland Standing Stones  | Terrain    | R      |
| <input type="checkbox"/> Flatland Temple           | Terrain    | P      |
| <input type="checkbox"/> Flatland Tower            | Terrain    | R      |

| Name   | Type       | Rarity |
|--|------------|--------|
| <input type="checkbox"/> Genia                     | Monster    | R      |
| <input type="checkbox"/> Gorgon                    | Monster    | R      |
| <input type="checkbox"/> Green Drake               | Dragon     | R      |
| <input type="checkbox"/> Green Wyrm                | Dragon     | R      |
| <input type="checkbox"/> Guardian                  | Firewalker | C      |
| <input type="checkbox"/> Highland City             | Terrain    | R      |
| <input type="checkbox"/> Highland Standing Stones  | Terrain    | R      |
| <input type="checkbox"/> Highland Temple           | Terrain    | R      |
| <input type="checkbox"/> Highland Tower            | Terrain    | R      |
| <input type="checkbox"/> Nightsbane                | Firewalker | U      |
| <input type="checkbox"/> Phoenix                   | Monster    | R      |
| <input type="checkbox"/> Red Drake                 | Dragon     | R      |
| <input type="checkbox"/> Red Wyrm                  | Dragon     | R      |
| <input type="checkbox"/> Salamander                | Monsters   | R      |
| <input type="checkbox"/> Sentinel                  | Firewalker | R      |
| <input type="checkbox"/> Shadowchaser              | Firewalker | C      |
| <input type="checkbox"/> Sunburst                  | Firewalker | C      |
| <input type="checkbox"/> Sunbare                   | Firewalker | U      |
| <input type="checkbox"/> Swampland City            | Terrain    | R      |
| <input type="checkbox"/> Swampland Standing Stones | Terrain    | R      |
| <input type="checkbox"/> Swampland Temple          | Terrain    | R      |
| <input type="checkbox"/> Swampland Tower           | Terrain    | R      |
| <input type="checkbox"/> Watcher                   | Firewalker | U      |
| <input type="checkbox"/> Yellow Drake              | Dragon     | R      |
| <input type="checkbox"/> Yellow Wyrm               | Dragon     | R      |



### GUARDIANS—DRIFTER'S NEXUS

FPG 1996

Full Set (120 cards)

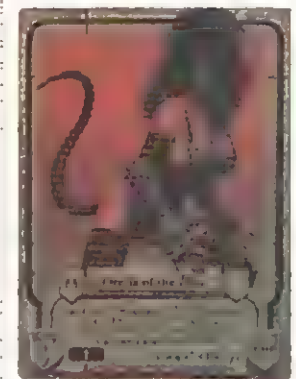
| Name  | Rarity |
|---|--------|
| <input type="checkbox"/> Alarm Bells                      | U3     |
| <input type="checkbox"/> Al-Jabab                         | U1     |
| <input type="checkbox"/> Altar of Tokuti                  | C4     |
| <input type="checkbox"/> Amazing Oden-Man, The            | U1     |
| <input type="checkbox"/> Angel of Righteousness           | C1     |
| <input type="checkbox"/> Annoying Gratz in the Hood       | C4     |
| <input type="checkbox"/> Anmoth, Lord of the Skies        | U1     |
| <input type="checkbox"/> Boazhu, Overlord of Twisted Ways | C4     |
| <input type="checkbox"/> Bagpipes of Fear                 | U3     |
| <input type="checkbox"/> Barnacle Barakee                 | R4     |
| <input type="checkbox"/> Black Locust                     | R1     |
| <input type="checkbox"/> Bob, Snapping Gob                | R4     |
| <input type="checkbox"/> Bruno Smashmouth, Union Boss     | C1     |
| <input type="checkbox"/> Buzz, Vampire Mosquito           | U3     |
| <input type="checkbox"/> Caddy                            | C1     |
| <input type="checkbox"/> Captain South America            | R1     |
| <input type="checkbox"/> Carrag the Black                 | R2     |
| <input type="checkbox"/> Chickenhead McCrackam            | U1     |
| <input type="checkbox"/> Clamrock Bomber                  | C3     |
| <input type="checkbox"/> Crockhatch, at Large             | U2     |
| <input type="checkbox"/> Croker Hobbs                     | U2     |
| <input type="checkbox"/> Dead-eye McGraw                  | U3     |
| <input type="checkbox"/> Delish Rangoon                   | C1     |
| <input type="checkbox"/> Dem Bones                        | U3     |
| <input type="checkbox"/> Dem Bones                        | C4     |
| <input type="checkbox"/> Dem Bones Standard (15)          | U1     |
| <input type="checkbox"/> Dem Bones Standard (19)          | R2     |
| <input type="checkbox"/> Demogorgon the Inciter           | C2     |
| <input type="checkbox"/> Desc of San                      | R3     |
| <input type="checkbox"/> Disgruntled Postal Worker        | U2     |
| <input type="checkbox"/> Drifter's Nexus (1)              | R3     |
| <input type="checkbox"/> Drifter's Nexus (1)              | R3     |
| <input type="checkbox"/> Drifter's Nexus (1)              | R3     |
| <input type="checkbox"/> "Eats", Cockroach King           | U2     |
| <input type="checkbox"/> Ethnawave Alagna Lock            | U1     |
| <input type="checkbox"/> Garuda Kahn, First Disciple      | R4     |
| <input type="checkbox"/> Gateway to Mystall               | C1     |
| <input type="checkbox"/> Giant Babe                       | C1     |
| <input type="checkbox"/> Giant Shaman                     | R3     |
| <input type="checkbox"/> Gnor, Overlord of Swamps         | U2     |
| <input type="checkbox"/> Goat                             | U3     |
| <input type="checkbox"/> Golden Fleecer                   | U3     |
| <input type="checkbox"/> Goller                           | U2     |
| <input type="checkbox"/> Gopher                           | U4     |
| <input type="checkbox"/> Grunwald The Usurper             | R4     |
| <input type="checkbox"/> Handles O'Rourke                 | R1     |
| <input type="checkbox"/> Head of Gudea                    | R4     |
| <input type="checkbox"/> Hollers Grove                    | C2     |
| <input type="checkbox"/> Hostage Crisis                   | U2     |
| <input type="checkbox"/> Icky Bugs                        | C4     |
| <input type="checkbox"/> Initiates of Entropy             | U3     |
| <input type="checkbox"/> Iron Crag Brew Mountain          | C2     |
| <input type="checkbox"/> Iz, Overlord of the Waters       | C3     |
| <input type="checkbox"/> Jalupae Labo                     | U4     |

| Name  | Rarity |
|---|--------|
| <input type="checkbox"/> Kamis the Transender   | U2     |
| <input type="checkbox"/> Little Voodoo Hat      | R1     |
| <input type="checkbox"/> Lizards of the Toast   | R3     |
| <input type="checkbox"/> Longshot Louie         | U3     |
| <input type="checkbox"/> Martz Motel            | C2     |
| <input type="checkbox"/> Master Tactician       | C1     |
| <input type="checkbox"/> Medalion of Skyphos    | U2     |
| <input type="checkbox"/> Medicine Man           | C3     |
| <input type="checkbox"/> Mendi, Soda, the Havoc | R4     |
| <input type="checkbox"/> Mighty Tiki God        | U4     |



### DRIFTER'S NEXUS MINISTRY OF TAX COLLECTION

|   |    |
|---|----|
| <input type="checkbox"/> Ministry of Tax Collection       | R1 |
| <input type="checkbox"/> Mu Kir' Agavati, Second Disciple | U3 |
| <input type="checkbox"/> Nob, Rapacious Gob               | R4 |



### DRIFTER'S NEXUS ORELLA OF THE MIST

|  |    |
|--|----|
| <input type="checkbox"/> Orella of the Mist            | R2 |
| <input type="checkbox"/> Oscar the Wonder Chimp        | R1 |
| <input type="checkbox"/> Phil, Bar Fly                 | C1 |
| <input type="checkbox"/> Planes of Entropy             | C2 |
| <input type="checkbox"/> Press Leak                    | U4 |
| <input type="checkbox"/> Prince of the Lost            | C2 |
| <input type="checkbox"/> Professor Hensenburg          | R2 |
| <input type="checkbox"/> Pulse Wave                    | C4 |
| <input type="checkbox"/> Ragmont's Engineers           | U2 |
| <input type="checkbox"/> Randy Creek Regulars          | R1 |
| <input type="checkbox"/> Red Master of Shadow          | C3 |
| <input type="checkbox"/> Rey, Overlord of Trees        | C1 |
| <input type="checkbox"/> River Giant                   | C3 |
| <input type="checkbox"/> Rock of Far Rolling           | C4 |
| <input type="checkbox"/> Rosetta Stone                 | R1 |
| <input type="checkbox"/> S.S. House of Babes           | C2 |
| <input type="checkbox"/> Saboteurs                     | C3 |
| <input type="checkbox"/> Sarcophagus of Hoidra         | C4 |
| <input type="checkbox"/> Secret Catacombs              | R3 |
| <input type="checkbox"/> Sewage Backup                 | U1 |
| <input type="checkbox"/> Shadow Strike                 | C2 |
| <input type="checkbox"/> Shin Chios, Third Disciple    | R2 |
| <input type="checkbox"/> Shroud of Gratzhu             | R2 |
| <input type="checkbox"/> Sikura, Preceptor of Prophets | C3 |
| <input type="checkbox"/> Slatch Willar                 | R2 |
| <input type="checkbox"/> Slor, Overlord of the Wastes  | U4 |
| <input type="checkbox"/> Small Max                     | C1 |
| <input type="checkbox"/> Soggybottom Gertz             | R3 |
| <input type="checkbox"/> Spirit Mountain               | C2 |
| <input type="checkbox"/> Standards of the Elements     | U1 |
| <input type="checkbox"/> Summon Entropy Storm          | R3 |



| Name                            | Rarity |
|---------------------------------|--------|
| Tablet of Anathus               | R1     |
| Tonniker Smith                  | C1     |
| 10 Gallon Voodoo Hat            | U3     |
| Thief of Shadow                 | U4     |
| Tiger Baloo                     | C4     |
| Tree Ogre                       | C2     |
| Uras, Overlord of Mountains     | R3     |
| Unifa, Queen of Goblins         | C4     |
| Yek-Nadra, Master of Disciples  | R2     |
| Vesuvius Rex                    | R3     |
| Vikin Tso-Shan'lu               | C2     |
| Voodoo Hat                      | R1     |
| Warwick's Banishment            | U2     |
| Whalebone Rick                  | U4     |
| Wheel of Law                    | U2     |
| Wizard's Tower                  | U2     |
| Woodland Troll                  | C4     |
| Wolverine                       | C4     |
| Xaz, Thief of Twilight          | R4     |
| You Can't See Me, I'm a Vampire | U4     |
| Zelda, Bag Lady Bug             | C2     |
| Zob, Gurgling Gob               | R4     |



## RAGE: THE WAR OF THE AMAZON EXPANSION

WHITE WOLF: 1996  
Full Set (140 cards)

|    |               |    |           |
|----|---------------|----|-----------|
| Ac | Action        | En | Enemy     |
| Ba | Battlefield   | Eq | Equipment |
| BA | Board Meeting | Ev | Event     |
| CE | Combat Event  | Vi | Victim    |
| Ch | Character     |    |           |

| Name                              | Type | Rarity |
|-----------------------------------|------|--------|
| Alestra                           | Ch   | U      |
| Amazon Warriors                   | Ally | U      |
| Ambush                            | Ac   | U      |
| Anacanda Gaffings                 | En   | C      |
| "Atchualpa", "Blood of the Incas" | Ch   | R      |
| Athena                            | Ch   | U      |
| Avahuasca                         | Ally | C      |
| Bane Infestation                  | Gift | C      |
| Bornaby Shadrack                  | Ch   | R      |
| Battle Fervor                     | CE   | R      |



## THE WAR OF THE AMAZON BATTLE OF SCREAMING MUD

|                             |      |    |
|-----------------------------|------|----|
| Battle of Screaming Mud     | Ba   | R  |
| Battle of Vista Cataract    | Ba   | U  |
| Bellow                      | Gift | C  |
| Bivouac                     | Eq   | C  |
| Black Claw                  | Ch   | R  |
| Board of Directors          | BA   | U  |
| Border Territory Skirmish   | Ba   | C  |
| Brazilian Bureaucrat        | Ally | U  |
| Breath of Fire              | Ch   | R  |
| Candamide Witch Doctor      | Vi   | R  |
| Cathysm                     | Ev   | R  |
| Cityday Kinfalk             | Vi   | C  |
| Cleaner, The                | Ally | U  |
| Clever Diversion            | Ac   | U  |
| Conquistador's Sword        | Eq   | UR |
| "Den of Rorth, Son of Bast" | Ba   | U  |

|                     |       |    |
|---------------------|-------|----|
| Distracting Spirits | Ev    | C  |
| Dorado Realm        | Realm | UR |
| Dragon              | Ev    | U  |



## THE WAR OF THE AMAZON DRAGON'S BREATH

|                                 |       |    |
|---------------------------------|-------|----|
| Dragon's Breath                 | Gift  | U  |
| "Dr. Peavos Smythe, the Hunter" | Ch    | C  |
| Ecotoplastic Extrusion          | Gift  | U  |
| Ei Dorado                       | Ally  | UR |
| El Guapo                        | En    | R  |
| Environmental Action Group      | Vi    | U  |
| Evaipanama                      | Ally  | C  |
| Exorbitable Good Ol' Boy        | En    | U  |
| Experimental Cybertek           | Eq    | U  |
| Eyes of Hate                    | Gift  | U  |
| Fancy Footwork Combat           | Ac    | R  |
| Fangs-Through-Eye               | Ch    | C  |
| Feather Mound Skumish           | Ba    | U  |
| Feline Grace                    | Gift  | C  |
| Felish Sundering                | Gift  | U  |
| Fool's Gold                     | Eq    | U  |
| Forestry Development            | Quest | C  |
| Forestry Outpost Raid           | Ba    | C  |
| Fortuna                         | Gift  | R  |
| Frenar                          | Ch    | C  |
| Gao's Breath                    | Ev    | U  |
| Gao's Will Corrupted            | Gift  | R  |
| Ghost Raptor Attack             | Ev    | U  |
| Ghost Raptor Membership         | Ev    | U  |
| Granola Pete                    | Vi    | C  |
| Grasshopper                     | Ba    | U  |
| Guidance From Below             | Gift  | U  |
| Hapless Villagers               | Vi    | C  |
| Heavy Machine Gun               | Eq    | U  |
| Hell's Hand Hive                | Coem  | R  |
| Hellhole Assault                | Ba    | U  |
| Hidden Supplies                 | Ev    | C  |
| Hollow Heart Coem               | Coem  | U  |
| Iron Will                       | Ev    | U  |
| Jaguar                          | Ev    | U  |
| Joseph Herlech                  | Ally  | UR |
| Juicy Johnes                    | Ch    | C  |
| "Juku", "Sun Halo"              | Ch    | C  |
| Kiss of Life                    | Gift  | U  |
| Leap of the Kangaroo            | Gift  | C  |
| Legal Chicanery                 | Ac    | R  |
| Liberal Pop Singer              | Vi    | R  |
| Lord of the Battlefield         | Gift  | C  |
| Lord of the Jungle              | Gift  | U  |
| Lost in the Jungle              | Ev    | U  |
| Lost Map                        | Eq    | U  |
| Machete                         | Eq    | C  |
| Maim Combat                     | Ac    | C  |
| Manila of El Dorado             | Eq    | R  |
| Markhar                         | Ch    | U  |
| Misti Fomori                    | Ally  | C  |
| Mists of Vengeance              | Gift  | U  |
| Monsoon                         | Ev    | U  |
| Nerve Agent                     | Eq    | U  |
| Night Terror                    | Gift  | U  |
| Nuclear Sauna                   | Ev    | U  |
| Operation Blight                | Coem  | U  |
| Orville                         | Ally  | U  |
| Outcast Bastet                  | Vi    | R  |
| Pantheislea                     | Ev    | C  |
| Pentex Headquarters             | Ba    | R  |
| Pentex Patrol                   | En    | C  |
| Pentex Ship Miners              | En    | C  |
| Pentex Supply Lines             | En    | U  |
| Prentice Turner                 | Ch    | U  |
| Ranch Apocalypse                | Ba    | R  |
| Reinforcements                  | CE    | U  |

|                           |       |    |
|---------------------------|-------|----|
| Rends-the-Innocent        | Ch    | U  |
| Rescue Mission            | Quest | U  |
| Retaking the Field        | Ev    | C  |
| Ribs Crushed Combat       | Ac    | C  |
| Ring of Fire              | Ba    | C  |
| Ritual of the Dark Spiral | Rth   | R  |
| Riverbank Enfilade        | Ba    | U  |
| Roars Like Thunder        | Ch    | U  |
| Rocket Launcher           | Eq    | R  |
| Painting Delestation      | Ba    | C  |
| "Rym", "Horned Thunder"   | Ch    | C  |
| Sept of Gold              | Coem  | UR |
| Shook                     | Gift  | C  |
| Shroud of the Jungle      | Gift  | R  |
| Sky River Coem            | Coem  | R  |
| Spiral Boomerang          | Eq    | U  |
| Spirit Backlash           | Ev    | R  |
| Spirit of the Tiger       | Gift  | C  |
| Spirit Tiger              | Ally  | U  |
| Stand Like A Fool         | Ac    | R  |
| Suicide Fomori Team       | En    | R  |
| Superior Tactics          | CE    | C  |
| Supply Station Raid       | Ba    | U  |
| Surveillance Faray        | Ba    | U  |
| Svinda                    | Ch    | C  |
| Swift Reconnaissance      | Gift  | R  |
| Tamara Lovegrove          | Ch    | C  |
| Temple Ruins Ambush       | Ba    | C  |
| Throat Bare               | Ac    | C  |
| Tourist Litterbug Loui    | En    | C  |
| Tracer Rounds             | Eq    | C  |
| Tremere Warlock           | Ally  | R  |
| Tribal Warriors           | Ally  | C  |
| Tribal Wisdom             | Gift  | U  |
| Unbound Bone              | Ally  | U  |
| Unseekle Trail            | Ally  | U  |
| Urban Clash               | Ba    | U  |
| Village Annexation        | Ba    | C  |
| Vist hom White Father     | Ev    | U  |
| Walking Between Worlds    | Gift  | U  |
| War Council Meet          | Gift  | U  |
| War of Atmhorn            | Ba    | U  |
| Warehouse Brawl           | Ba    | U  |
| Wild Animals              | Vi    | U  |

## SPELLFIRE™ Master the Magic

### SPELLFIRE™ EIGHTH BOOSTER 9TH SET

TSR 1996  
Full Set (100 cards + 25 chase cards)

|    |               |    |              |
|----|---------------|----|--------------|
| Ar | Artifact      | Mo | Monster      |
| BA | Blood Ability | RC | Rule Card    |
| CS | Cleric Spell  | Re | Realm        |
| Ev | Event         | Rg | Regent       |
| Ho | Holding       | WS | Wizard Spell |
| MI | Magic of Item |    |              |

| #  | Name                            | Type | Rarity |
|----|---------------------------------|------|--------|
| 1  | Rosone                          | Ra   | C      |
| 2  | Man                             | Ra   | C      |
| 3  | The Spiderfall                  | Ra   | U      |
| 4  | The Gorgon's Crown              | Ra   | U      |
| 5  | Avail                           | Ra   | U      |
| 6  | Ghoora                          | Ra   | R      |
| 7  | Tuathweil                       | Ra   | C      |
| 8  | Mur-Kid                         | Ra   | C      |
| 9  | Baruk-Azhik                     | Ra   | R      |
| 10 | The Impregnable Heart of Hoolyn | Ra   | C      |
| 11 | Tower of the Sword Mage         | Ra   | C      |
| 12 | Imperial City of Anura          | Ho   | U      |
| 13 | The Heartland Outfitters        | Ho   | C      |
| 14 | Proudgoiva                      | Ho   | U      |
| 15 | Kal-Santhank                    | Ho   | R      |
| 16 | Magical Source                  | Ho   | C      |
| 17 | Alaze of Moohvar the Minotaur   | Ho   | C      |
| 18 | Esplonagel                      | Ev   | C      |
| 19 | Chaos!                          | Ev   | R      |
| 20 | Investiture Ceremony            | Ev   | C      |
| 21 | Forge Ley Lina                  | Ev   | R      |
| 22 | Biding Your Time                | Ev   | U      |
| 23 | In Search of Adventure          | Ev   | U      |
| 24 | Revolution!                     | Ev   | C      |
| 25 | The Kraken Attacks!             | Ev   | R      |
| 26 | Crown of Regency                | Ally | C      |
| 27 | Armor of The High King          | Ally | C      |
| 28 | Dragon's Teeth                  | Ally | C      |
| 29 | Brothers of Breachance          | Ally | C      |
| 30 | Ring of Human Influence         | Ally | U      |
| 31 | Ring of Spell Stopping          | Ally | R      |
| 32 | Rod of Lardly Might             | Ally | C      |

|     |                                    |      |   |
|-----|------------------------------------|------|---|
| 33  | Amulet of Plane Walking            | Ally | C |
| 34  | Clack of Displacement              | Ally | U |
| 35  | Alertness                          | BA   | U |
| 36  | Animal Affinity                    | BA   | C |
| 37  | Battlewise                         | BA   | R |
| 38  | Courage                            | BA   | C |
| 39  | Divine Wrath                       | BA   | C |
| 40  | Regeneration                       | BA   | U |
| 41  | Touch of Decay                     | BA   | U |
| 42  | Unreadable Thoughts                | BA   | C |
| 43  | Death Touch                        | BA   | R |
| 44  | Detect Life                        | BA   | C |
| 45  | Invulnerability                    | BA   | U |
| 46  | Tighmoevil Sword                   | Ar   | R |
| 47  | Wintering                          | Ar   | R |
| 48  | Emperor's Crown of Aspire          | Ar   | R |
| 49  | Kingstopper                        | Ar   | U |
| 50  | Bless Land                         | CS   | U |
| 51  | Blight                             | CS   | C |
| 52  | Investiture                        | CS   | C |
| 53  | Control Weather                    | CS   | U |
| 54  | Transmute Metal to Wood            | CS   | C |
| 55  | Potter Water                       | CS   | C |
| 56  | Speak with Monsters                | CS   | C |
| 57  | Summon Insects                     | CS   | C |
| 58  | Legion of Dead                     | WS   | U |
| 59  | Raze                               | WS   | R |
| 60  | Blood Drain                        | WS   | C |
| 61  | Ono's Inesensible Dance            | WS   | C |
| 62  | Clone                              | WS   | R |
| 63  | Drawing Instant Summons            | WS   | U |
| 64  | The Gorgon                         | Mo   | R |
| 65  | The Spider                         | Mo   | U |
| 66  | Bansheigh                          | Mo   | R |
| 67  | The Lorna                          | Mo   | R |
| 68  | The Siren                          | Mo   | R |
| 69  | The White Witch                    | Mo   | C |
| 70  | The Hag                            | Mo   | U |
| 71  | Centian Dragon                     | Mo   | U |
| 72  | The Shadow Word                    | RC   | C |
| 73  | Divine Right                       | RC   | C |
| 74  | Drags                              | Ally | C |
| 75  | Green Slime                        | Ally | R |
| 76  | Nightmare                          | Ally | C |
| 77  | Unicorn                            | Ally | C |
| 78  | Wraith                             | Ally | U |
| 79  | Savage Swarms                      | Ally | R |
| 80  | Ankhag                             | Ally | C |
| 81  | Woad Nymph                         | Ally | C |
| 82  | Giant Scud                         | Ally | U |
| 83  | Lord-Cremal                        | Rg   | C |
| 84  | Grimm Graybeard                    | Rg   | C |
| 85  | Leidos-Probe                       | Rg   | C |
| 86  | Demon-Avian                        | Rg   | R |
| 87  | Colbecke Dosiere                   | Rg   | C |
| 88  | Tomkin Drass                       | Rg   | C |
| 89  | The Elf Phalerone                  | Rg   | R |
| 90  | The 'sior Groecher the Goblin King | Rg   | C |
| 91  | The Noble Outlaw                   | Rg   | R |
| 92  | High Mage Aelies                   | Rg   | C |
| 93  | The Sword Mage                     | Rg   | C |
| 94  | The Wizard                         | Rg   | U |
| 95  | Night-vasily                       | Rg   | C |
| 96  | Mungun                             | Rg   | C |
| 97  | Baruk the Dark                     | Rg   | C |
| 98  | Imma-Ola                           | Rg   | U |
| 99  | The Finner of Reason               | Hera | C |
| 100 | Gwenth the Bard                    | Hera | U |

### Chase Cards

|    |                                  |      |    |
|----|----------------------------------|------|----|
| 1  | It's Good to be King             | Ev   | UR |
| 2  | The Shadow World                 | Ev   | UR |
| 3  | Forced Conscripton               | Ev   | UR |
| 4  | Sphere of Annihilation           | Ally | UR |
| 5  | Vaccuous Gnomes                  | Ally | UR |
| 6  | Manual of Pussant Skill at Arms  | Ally | UR |
| 7  | Book of Infinite Spells          | Ally | UR |
| 8  | Libram of Ineffable Damnation    | Ally | UR |
| 9  | The Count of Madon               | Rg   | UR |
| 10 | The Wizardess Came               | Rg   | UR |
| 11 | The Prison in the Southern Coast | Rg   | UR |
| 12 | The Sky                          | Rg   | UR |
| 13 | Yaguth the Unarmed Clean         | Rg   | UR |
| 14 | Rhuobhe the Manslayer            | Rg   | UR |
| 15 | Koenon Whiteheart                | Rg   | UR |
| 16 | Adara Adelpore                   | Rg   | UR |
| 17 | The Blood of Azra                | Ev   | UR |
| 18 | Taxation                         | RC   | UR |
| 19 | Diplomacy                        | Ev   | UR |
| 20 | Blood Challenge                  | Ev   | UR |
| 21 | Festival                         | Ev   | UR |
| 22 | And a Child Shall Lead Them      | Ev   | UR |
| 23 | The Fates                        | Ev   | UR |
| 24 | War is Declared!                 | Ev   | UR |
| 25 | Mabing's Surge                   | Ev   | UR |

## What you need to know about the *InQuest* Magic Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with one other collectible card game in the Players Guide Spotlight.

### POWER RATINGS

♦♦♦♦ **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

♦♦♦ **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

♦♦ **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

♦ **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

♦ **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### RARITY

*InQuest* is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

**C Common**  
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

**U Uncommon**  
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

**R Rare**  
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

**UR Ultra-Rare**  
These are chase cards that usually are found one per box and sometimes even less frequently.

### SAMPLE LISTING

|   |     |   |     |      |   |             |   |
|---|-----|---|-----|------|---|-------------|---|
| Book of Raz   | ART | U | ♦♦♦ | Sev  | 6 | DK          | Whenever anyone loses a life each lost land.                      |
| 2: Sacrifice 2 life to draw 1 card.   |     |   |     |      |   |             | Disrupting Scepter  |
| Bottle of Suleiman  | ART | R | ♦♦♦ | Wily | 4 | AM,R        | 3, T: Opponent must discard during turn of controller.            |
| 1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.   |     |   |     |      |   |             | Dragonian Cylind  |
| ♦ Bronze Tablet   | ART | R | ♦♦♦ | TWO  | 6 | AQ,4TH      | 2, T: Randomly discard a target creature.                         |
| 4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an artifact). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped. |     |   |     |      |   |             | Dragon Engine   |
| ♦ Cathedral of Tavnas   | ART | R | ♦♦♦ | DSH  | 1 | AQ          | 2: +1/+4 until end of turn.                                       |
| X: Untap X separate lands.  |     |   |     |      |   |             | Ebony Horse   |
| Celestial Prism   | ART | U | ♦♦♦ | AW   | 3 | A,B,U,R,4TH | 2: Untap one of your attacked, except that deal another creature. |
| 2, T: Provides 1 mana of any color (play as an interrupt).  |     |   |     |      |   |             | Elven Lyre  |
| ♦ Chaos Orb   | ART | R | ♦♦♦ | HT   | 2 | A,B,U       | 1, T: Sacrifice Elven Lyre if term.                               |
| 1: Flip card from height of one foot. If it rotates 360 degrees, any  |     |   |     |      |   |             | ♦ Feldon's Cane   |
|   |     |   |     |      |   |             | 0: Reshuffle your graveyard from game when it is in               |

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Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Zvul told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Zvul had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.



### SNELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- H** — Power/Toughness. Only for creatures.



## ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

|                        |     |
|------------------------|-----|
| Alexander, Rob         | RAI |
| Asplund-Faith, Randy   | RAF |
| Barah, Julie           | JBa |
| Beard, Edward Jr.      | EBa |
| Benson, Melissa        | MBa |
| Bishop, Kristen        | KBi |
| Brockschmidt, Kev      | KBr |
| Brudi, Cornelius       | CBr |
| Buck, Catherine        | CBu |
| Danforth, Liz          | LDa |
| Detwiler, Denise       | DDa |
| Emand, Rick            | REd |
| Ernest, James          | JEr |
| Everingham, Sandra     | SEv |
| Foglio, Kaja           | KFo |
| Foglio, Phil           | PFo |
| Frazier, Dan           | DFr |
| Gallegos, Randy        | RGa |
| Gelon, Daniel          | DGe |
| Hampton, Justin        | JHa |
| Hoover, Quintan        | QHo |
| Hudson, Heather        | HHu |
| Jones, Fay             | FJo |
| Kaman, Kerstin         | KKa |
| Kane-Ferguson, Richard | RKF |
| Kimble, Mike           | MKi |
| Kirschner, Scott       | SKi |
| Leonard, Nicola        | NLe |
| Maddocks, Anson        | AMa |
| Masness, Phillip       | PMa |
| McNeill, Harold        | HMc |
| Menges, Jeff A.        | JMe |
| Meyer, Ken Jr.         | KMe |
| Morrissey, Pat         | PMo |
| Myrflors, Jesper       | JMy |
| Organ-Kean, Margaret   | MOK |
| Poole, Mark            | MPo |
| Raabe, Mike            | MRA |
| Rush, Christopher      | CRu |
| Rusu, Andi             | ARu |
| Shuler, Douglas        | DSu |
| Snoddy, Brian          | BSn |
| Spencer, Ron           | RSp |
| Tedin, Mark            | MTe |
| Thomas, Né Né          | NTh |
| Thomas, Richard        | RTh |
| Thompson, Ruth         | RTp |
| Tucker, Drew           | DTu |
| Van Camp, Susan        | SVC |
| Venters, Pete          | PVe |
| Wackwitz, Bryon        | BWa |
| Wänerstrand, Tom       | TWä |
| Waters, Anthony        | AWa |
| Weber, Amy             | AWe |
| Whelan, Michael        | MWe |
| Williams, L.A.         | LWi |
| Willich, Dameon        | DWi |

## CARD TYPES

|     |                     |
|-----|---------------------|
| AC  | Artifact Creature   |
| ART | Artifact            |
| CU  | Cumulative Upkeep   |
| EA  | Enchant Artifact    |
| EC  | Enchant Creature    |
| EE  | Enchant Enchantment |
| EL  | Enchant Land        |
| EN  | Enchantment         |
| EW  | Enchant World       |
| INS | Instant             |
| INT | Interrupt           |
| LAN | Land                |
| SC  | Summon Creature     |
| SL  | Summon Legend       |
| SOR | Sorcery             |

## SET ABBREVIATIONS

|     |                |
|-----|----------------|
| A   | Alpha Limited  |
| AI  | Alliances      |
| AQ  | Antiquities    |
| AN  | Arabian Nights |
| B   | Beta Limited   |
| DK  | The Dark       |
| FE  | Fallen Empires |
| 4th | Fourth Edition |
| HL  | Homelands      |
| IA  | Ice Age        |
| LG  | Legends        |
| R   | Revised        |
| U   | Unlimited      |

## SPOTLIGHT:



### MAGIC: THE GATHERING ALLIANCES CARD DESCRIPTION

#### FORCE OF WILL

- A**—Card Name. Force of Will.
- B**—Kind. Interrupt.
- C**—Description. The description of exactly what the card can do.
- D**—Artist.
- E**—Casting Cost. Force of Will costs two blue and three other mana to summon into play.
- F**—Expansion Symbol. This tells you what set the cards belongs to. Force of Will, of course, is from the new *Alliances* set.
- G**—Power/Toughness. Only for creatures.

#### HEY!

Check out those other cool-looking *Alliances* cards! You can find killer combos using the new *Alliances* cards in the *Magic* Players Guide, starting on page 104. We also have an *Alliances* Players Guide, which begins on page 124. Check it out to get the latest info on the hottest new *Magic: The Gathering* expansion set.

Hold the faith, *Magic* fans! *Alliances*, the sequel to last year's *Ice Age*, certainly comes through with flying colors.

Your favorite races are back—Kjeldorans, Balduvians, Soldevi—along with a brand-new cast of kick-ass apes, lightning-fast knights and overpowering elves. There are zero-costing spells in all colors and a handful of cards you'd bet your life WatC'd never print! Along with a slew of wacky cards that bring the fun back to *Magic*, like the Stromgald Spy and the Rogue Skycaptain, there are enough tournament must-haves—the red Juzam Djinn, Balduvian Hordes, comes to mind—that *Alliances* cards may end up dominating tournaments for some time to come. It just might be the most powerful set ever.

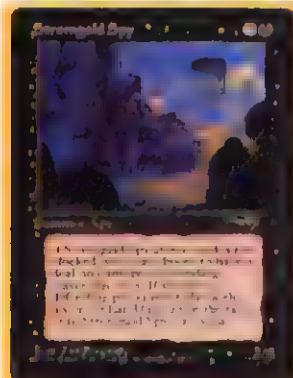


# INQUEST

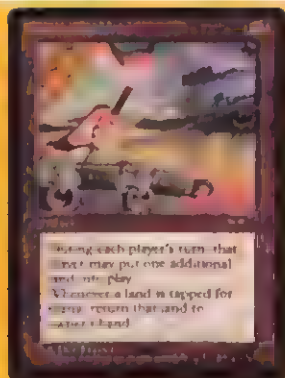
## players guide

| Name   | Kind | CR | Rating | Artist | Cost | Sets Found      | Name  | Kind | CR | Rating | Artist | Cost | Sets Found |
|--|------|----|--------|--------|------|-----------------|---|------|----|--------|--------|------|------------|
| Description  |      |    |        |        |      |                 | Description   |      |    |        |        |      |            |
| <b>Adarkar Sentinel</b>  | AC   | U  | •••    | M8e    | 5    | IA              | <b>Ashnod's Battle Gear</b>   | ART  | U  | ••     | MPo    | 2    | AQ, 4TH    |
| 1: +0/+1 until end of turn. 3/3  |      |    |        |        |      |                 | 2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.                           |      |    |        |        |      |            |
| <b>Aegis of the Meek</b>   | ART  | R  | •••    | LW1    | 3    | IA              | <b>Ashnod's Transmogrator</b>   | ART  | C  | •••    | MTe    | 1    | AQ, CH     |
| 1, T: Give a 1/1 creature +1/+2 until end of turn.   |      |    |        |        |      |                 | Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used. |      |    |        |        |      |            |
| <b>Aeolipile</b>   | ART  | R  | •••    | MMu    | 1    | FE              | <b>Balm of Restoration</b>  | ART  | R  | ••     | MOK    | 2    | FE         |
| 1, T: Sacrifice Aeolipile to deal 2 damage to any target.  |      |    |        |        |      |                 | 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.   |      |    |        |        |      |            |
| <b>Al-abara's Carpet</b>   | ART  | R  | •••    | ICFo   | 5    | LG              | <b>Barbed Sextant</b>   | ART  | C  | ••••   | AWe    | 1    | IA         |
| 5, T: Prevent all damage done to you by attacking non-flying creatures.  |      |    |        |        |      |                 | 1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.                                     |      |    |        |        |      |            |
| <b>Aladdin's Lamp</b>  | ART  | U  | •••    | MTe    | 10   | AN, R, 4TH      | <b>Barl's Cage</b>  | ART  | R  | ••••   | TWb    | 4    | OK, CH     |
| X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.  |      |    |        |        |      |                 | 3: Target creature does not untap as usual in its controller's next untap phase.  |      |    |        |        |      |            |
| <b>Aladdin's Ring</b>  | ART  | U  | •••    | DFr    | 8    | AN, R, 4TH      | <b>Basalt Monolith</b>  | ART  | U  | •••    | JMy    | 3    | A, B, U, R |
| 8, T: Do 4 damage to any target.   |      |    |        |        |      |                 | 1: Add 3 to your mana pool. Spend 3 to untap at any time.   |      |    |        |        |      |            |
| <b>Alchor's Tomb</b>   | ART  | R  | •••    | HMic   | 4    | LG              | <b>Baton of Morale</b>  | ART  | U  | •••    | DSH    | 2    | IA         |
| 2, T: Change the color of target permanent you control.  |      |    |        |        |      |                 | 2: Give target creature banding until end of turn.  |      |    |        |        |      |            |
| <b>Amulet of Kroog</b>   | ART  | C  | •••    | MOK    | 2    | AQ, 4TH         | <b>Battering Ram</b>  | AC   | C  | ••     | JMe    | 2    | AQ, 4TH    |
| 2, T: Prevent 1 damage to any target.  |      |    |        |        |      |                 | Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1  |      |    |        |        |      |            |
| <b>Amulet of Quaz</b>  | ART  | R  | ••     | DFr    | 6    | IA              | <b>Black Lotus</b>  | ART  | R  | •••••  | CRu    | 0    | A, B, U    |
| 1, T: Sacrifice Amulet of Quaz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect. |      |    |        |        |      |                 | 1: Discard to add 3 mana of any single color to your mana pool.   |      |    |        |        |      |            |
| <b>Ankh of Mishra</b>  | ART  | R  | ••     | AWe    | 2    | A, B, U, R, 4TH |   |      |    |        |        |      |            |
| Do 2 damage to any player who puts a new land into play.   |      |    |        |        |      |                 |   |      |    |        |        |      |            |

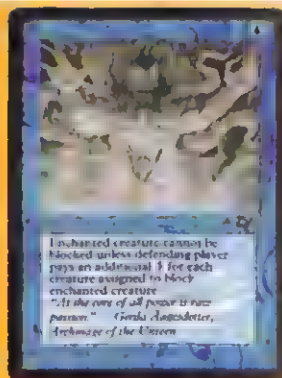
| Name   | Kind | CR | Rating | Artist | Cost | Sets Found      |
|--|------|----|--------|--------|------|-----------------|
| Description  |      |    |        |        |      |                 |
| <b>Bronze Tablet</b>   | ART  | R  | •      | TWb    | 6    | AQ, 4TH         |
| 4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped. |      |    |        |        |      |                 |
| <b>Candelabra of Townos</b>  | ART  | R  | •••••  | DSH    | 1    | AQ              |
| X: Untap X separate lands.   |      |    |        |        |      |                 |
| <b>Celestial Prism</b>   | ART  | U  | •••    | AWe    | 3    | A, B, U, R, 4TH |
| 2, T: Provides 1 mana of any color (play as an interrupt).   |      |    |        |        |      |                 |
| <b>Celestial Sword</b>   | ART  | R  | ••     | AWe    | 6    | IA              |
| 3, T: Give a creature you control +3/+3. Bury that creature at end of turn.  |      |    |        |        |      |                 |
| <b>Chaos Orb</b>   | ART  | R  | ••••   | MTe    | 2    | A, B, U         |
| 1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.  |      |    |        |        |      |                 |
| <b>City in a Bottle</b>  | ART  | R  | •••    | DTu    | 2    | AN              |
| Remove all Arabian Nights cards from play; prevent new ones from being put into play.  |      |    |        |        |      |                 |
| <b>Clay Statue</b>   | AC   | C  | •••    | JMy    | 4    | AQ, 4TH         |
| 2: Regenerate. 3/1.  |      |    |        |        |      |                 |
| <b>Clockwork Avian</b>   | AC   | R  | •••    | RAF    | 5    | AQ, 4TH         |
| Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which tops Avian. 0/4.   |      |    |        |        |      |                 |
| <b>Clockwork Beast</b>   | AC   | R  | •••    | DTu    | 6    | A, B, U, R, 4TH |
| Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.  |      |    |        |        |      |                 |
| <b>Clockwork Gnomes</b>  | AC   | C  | •••    | DSH    | 4    | HL              |
| 3, T: Regenerate target artifact creature. 2/2.  |      |    |        |        |      |                 |
| <b>Clockwork Steed</b>   | AC   | C  | ••     | AWe    | 4    | HL              |
| Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed. Maximum four counters. 0/3.   |      |    |        |        |      |                 |
| <b>Clockwork Swarm</b>   | AC   | C  | ••     | AWe    | 4    | HL              |
| Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm. Maximum four counters. 0/3.  |      |    |        |        |      |                 |



STORMGOLD SPY



STORM CAULDRON



AWESOME PRESENCE

### Stormgold Spy, Storm Cauldron and Awesome Presence:

There are many ways to get your spy through so you can use his cool special ability. One way to do it is to use Awesome Presence so your foe has to pay extra mana to be able to block. Stir in a Storm Cauldron and if he does pay the three mana, all those lands go back into his hand. Eventually, he won't have the mana to block your spy and your opponent'll have to play with his cards down for all to see.

|  |     |   |     |     |   |            |
|--|-----|---|-----|-----|---|------------|
| <b>Apocalypse Chime</b>  | ART | R | •   | MPo | 2 | HL         |
| 2, T: All cards in play from Homelands expansion are banded, including Apocalypse Chime.   |     |   |     |     |   |            |
| <b>Arcum's Sleigh</b>  | ART | U | ••  | TWb | 1 | IA         |
| 2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.   |     |   |     |     |   |            |
| <b>Arcum's Weathervane</b>   | ART | U | ••  | TWb | 2 | IA         |
| 2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.  |     |   |     |     |   |            |
| <b>Arcum's Whistle</b>   | ART | U | ••• | OHo | 3 | IA         |
| 3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X where X is the creature's casting cost. Play during opponent's turn before his or her attack. |     |   |     |     |   |            |
| <b>Arena of the Ancients</b>   | ART | R | •   | TWb | 3 | LG, CH     |
| Tap all Legends when casting Arena. Legends do not untap normally during untap phase.  |     |   |     |     |   |            |
| <b>Armageddon Clock</b>  | ART | U | ••  | AWe | 6 | AQ, R, 4TH |
| Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.   |     |   |     |     |   |            |
| <b>Ashnod's Altar</b>  | ART | C | ••  | AWa | 3 | AQ, CH     |
| 0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).  |     |   |     |     |   |            |

|   |     |   |      |     |   |                 |
|---|-----|---|------|-----|---|-----------------|
| <b>Black Mana Battery</b>   | ART | R | •••  | AWa | 4 | LG, 4TH         |
| 2, T: Add a counter to Black Mana Battery. 1: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).                                  |     |   |      |     |   |                 |
| <b>Black Vise</b>   | ART | U | •••• | RTH | 1 | A, B, U, R, 4TH |
| Do 1 damage for each card over four opponent has in hand during upkeep.   |     |   |      |     |   |                 |
| <b>Blue Mana Battery</b>  | ART | R | •••  | AWe | 4 | LG, 4TH         |
| 2, T: Add a counter to Blue Mana Battery. 1: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).                                   |     |   |      |     |   |                 |
| <b>Bone Flute</b>   | ART | U | ••   | CRu | 2 | DK              |
| 1: Give all creatures -1/0 until end of turn.   |     |   |      |     |   |                 |
| <b>Book of Rass</b>   | ART | R | ••   | SEv | 6 | DK, CH          |
| 2: Sacrifice 2 life to draw 1 card.   |     |   |      |     |   |                 |
| <b>Bottle of Suleiman</b>   | ART | R | •••  | JMy | 4 | AN, R, 4TH      |
| 1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature. |     |   |      |     |   |                 |
| <b>Brass Man</b>  | AC  | U | •••  | CRu | 1 | AN, R, 4TH      |
| Pay 1 during upkeep to untap. 1/3   |     |   |      |     |   |                 |
| <b>Bronze Horse</b>   | ART | R | ••   | MPo | 7 | LG, CH          |
| Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4   |     |   |      |     |   |                 |

|  |     |   |      |     |   |                 |
|--|-----|---|------|-----|---|-----------------|
| <b>Cool Golem</b>  | AC  | U | •    | CRu | 5 | DK              |
| 3: Sacrifice Golem to add RRR to your mana pool. 3/3.  |     |   |      |     |   |                 |
| <b>Colossus of Sardia</b>  | AC  | R | •••  | JMy | 9 | AQ, 4TH         |
| Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9  |     |   |      |     |   |                 |
| <b>Conch Horn</b>  | ART | R | •••  | PFo | 2 | FE              |
| 1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.  |     |   |      |     |   |                 |
| <b>Conservator</b>   | ART | U | •    | AWe | 4 | A, B, U, R, 4TH |
| 3, T: Negate up to 2 damage.   |     |   |      |     |   |                 |
| <b>Copper Tablet</b>   | ART | U | ••   | AWe | 2 | A, B, U         |
| All players take 1 damage during their upkeep as long as Copper Tablet is in play.   |     |   |      |     |   |                 |
| <b>Coral Helm</b>  | ART | R | ••   | AWe | 3 | AQ, 4TH         |
| 3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand. |     |   |      |     |   |                 |
| <b>Crown of the Ages</b>   | ART | R | •••• | DFr | 2 | IA              |
| 4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change. Treat enchantment as if just cast.                                   |     |   |      |     |   |                 |
| <b>Crystal Rod</b>   | ART | U | ••   | AWe | 1 | A, B, U, R, 4TH |
| 1: Gain 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.   |     |   |      |     |   |                 |
| <b>Cursed Rock</b>   | ART | U | ••   | RTH | 4 | AQ, 4TH         |
| Opponent must discard to 4 cards during discard phase.   |     |   |      |     |   |                 |



| Name<br>Description   | Kind | CR | Rating | Artist | Cost | Sets Found | Name<br>Description  | Kind | CR | Rating | Artist | Cost | Sets Found | Name<br>Description  | Kind | CR | Rating | Artist | Cost | Sets Found  |
|---|------|----|--------|--------|------|------------|--|------|----|--------|--------|------|------------|--|------|----|--------|--------|------|-------------|
| <b>Cyclopean Tomb</b><br>2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal. | ART  | R  | ***    | AMA    | 4    | A,B,U      | <b>Forethought Amulet</b><br>Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant. | ART  | R  | ***    | MBa    | 5    | LG         | <b>Iron Star</b><br>1. Gain 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.     | ART  | U  | **     | Dfr    | 1    | A,B,U,R,4TH |
| <b>Dancing Scimitar</b><br>Flying, 1/5.   | AC   | R  | ***    | AMA    | 4    | AN,R,4TH   | <b>Fountain of Youth</b><br>2, T: Gain 1 life.   | ART  | C  | ****   | DGe    | 0    | DK, CH     | <b>Ivory Cup</b><br>1. Gain 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast. | ART  | U  | **     | AMa    | 1    | A,B,U,R,4TH |
| <b>Dark Sphere</b><br>1: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.   | ART  | U  | **     | MTe    | 0    | DK         | <b>Fyndhorn Bow</b><br>3, T: Give target creature first strike until end of turn.  | ART  | U  | ***    | RAJ    | 2    | IA         | <b>Elvyr Tower</b><br>Take 1 life for each card over four you have in hand during upkeep.                              | ART  | U  | *****  | MOK    | 1    | AQ,R,4TH    |
|   |      |    |        |        |      |            | <b>Gauntlet of Might</b><br>All mountains produce an extra mana. Give all red creatures +1/+1.   | ART  | R  | *****  | CRu    | 4    | A,B,U      | <b>Jade Monolith</b><br>1: Take all damage done to any creature on yourself instead.                                   | ART  | R  | **     | AMa    | 4    | A,B,U,R,4TH |



ELVISH RANGER



NOBLE STEEDS

**Elvish Ranger and Noble Steeds:** The Elvish Ranger is a powerful attacker which can kill off most creatures or put a hurtin' on your foe. Trouble is, with her toughness of one, she can be blocked and killed by a 1/1 Bog Rat. To make your Elvish Ranger a terror on the board, merely mount the Ranger on your Noble Steeds. Now you have a Ranger that can first strike. *Crow Wurm*s dead and live to tell the story back at the An-Haava Inn.

|   |     |   |      |     |   |             |   |     |   |       |     |   |             |
|---|-----|---|------|-----|---|-------------|---|-----|---|-------|-----|---|-------------|
| <b>Delir's Cone</b><br>1: Sacrifice Delir's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.                        | ART | U | **   | MTe | 0 | FE          | <b>Delir's Cube</b><br>2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delir's Cube. Pay 2 and remove a cube counter to regenerate a target creature. | ART | R | ****  | MTe | 1 | FE          |
| <b>Despotic Scepter</b><br>1: Buy target permanent you own.   | ART | R | ***  | RTh | 1 | IA          | <b>Diabolic Machine</b><br>3: Regenerates 4/4.  | AC  | U | **    | AMa | 7 | DK,4TH      |
| <b>Didgeridoo</b><br>3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.   | ART | R | **   | MBa | 1 | HL          | <b>Dingus Egg</b><br>Whenever anyone loses a land, do 2 damage to that player for each lost land.   | ART | R | **    | Dfr | 4 | A,B,U,R,4TH |
| <b>Disrupting Scepter</b><br>3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.  | ART | R | **** | Dfr | 3 | A,B,U,R,4TH | <b>Draconian Cylx</b><br>2, T: Randomly discard a card from your hand to regenerate target creature.  | ART | R | **    | EBo | 2 | FE          |
| <b>Dragon Engine</b><br>2: +1/+0 until end of turn, 1/3.  | AC  | C | **   | AMa | 3 | AN,R,4TH    | <b>Ebony Horse</b><br>2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.  | AC  | C | **    | DWi | 3 | AN,R,4TH    |
| <b>Ebony Rhino</b><br>Trample, 4/5.   | AC  | C | **   | AWa | 7 | HL          | <b>Elven Lyre</b><br>1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.  | ART | R | **    | KFo | 2 | FE          |
| <b>Elkin Battle</b><br>3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game. | ART | R | **   | QHo | 3 | IA          | <b>Feldon's Cone</b><br>0. Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.   | ART | C | ****  | MTe | 1 | AQ, CH      |
| <b>Fellwar Stone</b><br>1: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).  | ART | U | **** | QHo | 2 | DK,4TH      | <b>Ferret's Ban</b><br>Summon spells cast on additional 2 to cast.  | ART | R | ***   | HHu | 6 | HL          |
| <b>Flying Carpet</b><br>2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.   | ART | R | **** | MTe | 4 | AN,R,4TH    | <b>Forcefield</b><br>1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.  | ART | R | ***** | Dfr | 3 | A,B,U       |

|  |     |   |      |     |   |             |
|--|-----|---|------|-----|---|-------------|
| <b>Gauntlets of Chaos</b><br>Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.  | ART | R | **** | Dfr | 5 | LG, CH      |
| <b>Glasses of Urza</b><br>T: Look at opponent's hand. No, his cards!   | ART | U | ***  | DSh | 1 | A,B,U,R,4TH |
| <b>Goblin Lyre</b><br>0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.   | ART | R | **   | MKG | 3 | IA          |
| <b>Golgathion Sylex</b><br>1: Discard all Antiquities cards, including Golgathion Sylex, from play.  | ART | R | *    | KKa | 4 | AQ          |
| <b>Grapeshot Catapult</b><br>1: Do 1 damage to a target flying creature, 2/3.  | AC  | C | ***  | Dfr | 4 | AQ,4TH      |
| <b>Green Mana Battery</b><br>2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).  | ART | R | ***  | CRu | 4 | LG,4TH      |
| <b>Helm of Chutzky</b><br>1, T: Give one creature banding ability until end of turn.   | ART | R | ***  | MTe | 1 | A,B,U,R,4TH |
| <b>Hematile Talisman</b><br>3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.   | ART | U | **   | LWi | 2 | IA          |
| <b>Hive, The</b><br>5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.   | ART | R | ***  | SeV | 5 | A,B,U,R,4TH |
| <b>Horn of Deafening</b><br>2, T: Target creature deals no damage in combat this turn.   | ART | R | **** | Dfr | 4 | LG, CH      |
| <b>Howling Mine</b><br>Everyone must draw an extra card during his or her draw phase.  | ART | R | **** | MPO | 2 | A,B,U,R,4TH |
| <b>Ica Cauldron</b><br>X, T: Put a spell on Ica Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ica Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ica Cauldron. | ART | R | **** | Dfr | 4 | IA          |
| <b>Icy Manipulator</b><br>1, T: Tap one land, creature, or artifact.   | ART | U | **** | AWa | 4 | IA          |
| <b>Icy Manipulator</b><br>1, T: Tap one land, creature, or artifact.   | ART | U | **** | DSh | 4 | A,B,U       |
| <b>Illusionary Mask</b><br>X: Summon a creature face down. You may add X mana to the costing to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.   | ART | R | ***  | AWa | 2 | A,B,U       |
| <b>Implements of Sacrifice</b><br>1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.  | ART | R | ***  | MOK | 2 | FE          |
| <b>Infinite Hourglass</b><br>Put a time counter on Infinite Hourglass during upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.  | ART | R | ***  | HHu | 4 | IA          |

|   |     |   |      |     |   |             |   |     |   |      |     |   |             |
|---|-----|---|------|-----|---|-------------|---|-----|---|------|-----|---|-------------|
| <b>Jester's Cap</b><br>2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.  | ART | R | **** | Dfr | 4 | IA          | <b>Jester's Mask</b><br>Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.                      | ART | R | **   | AWa | 1 | AN, CH      |
| <b>Jovian's Tools</b><br>4, T: Target creature cannot be blocked except by walls until end of turn.   | ART | R | ***  | MTe | 6 | HL          | <b>Juggernaut</b><br>Must attack each turn if possible. Can't be blocked by walls. 5/3.   | AC  | U | **** | Dfr | 4 | A,B,U,R     |
| <b>Knowledge Vault</b><br>2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault. | ART | R | ***  | AWa | 4 | LG          | <b>Karmus Bell</b><br>Treat all swamps in play as 1/1 creatures that can be tapped for B.   | ART | R | **   | CRu | 4 | A,B,U,R,4TH |
| <b>Karmus Bell</b><br>Treat all swamps in play as 1/1 creatures that can be tapped for B.   | ART | R | **   | CRu | 4 | A,B,U,R,4TH | <b>Kry Shield</b><br>2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.  | ART | U | **   | RTh | 2 | LG          |
| <b>Lapis Lazuli Talisman</b><br>3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.  | ART | U | **   | AWa | 2 | IA          | <b>Library of Lang</b><br>Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding whether to discard it. | ART | U | ***  | DGe | 1 | A,B,U,R,4TH |
| <b>Life Chisel</b><br>During your upkeep, sacrifice a creature you control to gain life equal to creature's toughness.  | ART | U | ***  | AWa | 4 | LG          | <b>Life Matrix</b><br>4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.  | ART | R | **** | AWa | 4 | LG          |
| <b>Living Armor</b><br>Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.  | ART | C | ***  | AWa | 4 | DK, CH      | <b>Living Wall</b><br>Counts as a wall. T: Regenerates. 0/6.  | ART | U | **   | CRu | 2 | IA          |
| <b>Malachite Talisman</b><br>3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.   | ART | R | **   | MTe | 0 | PR          | <b>Mana Crypt</b><br>T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it if he calls it correctly, you lose 3 life.   | ART | R | **   | MTe | 6 | LG          |
| <b>Mana Matrix</b><br>Pay 2 colorless mana less than casting cost of instant, interrupt or enchantment.   | ART | R | ***  | MTe | 1 | A,B,U,R,4TH | <b>Mana Vault</b><br>T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.  | ART | U | **   | MBa | 5 | LG          |
| <b>Marble Priest</b><br>All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.   | ART | R | ***  | QHo | 1 | A,B,U,R,4TH | <b>Meekstone</b><br>Any creature with power greater than 2 may not be untapped as normal during the untap phase.  | ART | J | **   | Pve | 4 | AQ          |
| <b>Mightstone</b><br>All attacking creatures gain +1/+0.  | ART | J | **   | Pve | 4 | AQ          |   |     |   |      |     |   |             |

|                      |                     |                      |                        |                 |                  |               |                    |
|----------------------|---------------------|----------------------|------------------------|-----------------|------------------|---------------|--------------------|
| • Restricted/Banned  | ART Artifact        | CU Cumulative Upkeep | EC Enhance Creature    | EL Enhance Land | EW Enhance World | INT Interrupt | SC Summon Creature |
| AC Artifact Creature | CR Content Priority | EA Enhance Artifact  | EE Enhance Enchantment | EN Enchantment  | INS Instant      | LAN Land      | SOR Sorcery        |



## players guide

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

**Millstone** ART U \*\*\*\* KFo 2 AQ,R,4TH  
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.

• **Mirror Universe** ART R \*\*\*\* PFo 6 LG  
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.

**Mishra's War Machine** AC R • AWe 7 A,B,U,R,4TH  
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.

• **Max Emerald** ART R \*\*\*\* DFr 0 A,B,U

T: Add G to your mana pool.

• **Max Jet** ART R \*\*\*\* DFr 0 A,B,U

T: Add B to your mana pool.

• **Max Pearl** ART R \*\*\*\* DFr 0 A,B,U

T: Add W to your mana pool.

• **Max Ruby** ART R \*\*\*\* DFr 0 A,B,U

T: Add R to your mana pool.

• **Max Sapphire** ART R \*\*\*\* DFr 0 A,B,U

T: Add U to your mana pool.

**Macro Talisman** ART U •• MTe 2

3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

**Naked Singularity** ART R •• MTe 5 IA  
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.

**Necropolis** AC U •• NTh 5 DK  
Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1

**Nevinyrral's Disk** ART R \*\*\*\* MTe 4 A,B,U,R,4TH  
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.

**North Star** ART R •• KFo 4 LG

4, T: You may cast one spell this turn using mana of any color.

**Nova Pentacle** ART R •• RTh 4 LG

3: Redirect all damage done to you by one source to target creature of opponent's choice.

**Obelisk of Undoing** ART R •• TWB 1 AQ, CH  
6: Take any of your permanents in play back to your hand, destroying enchantments on such cards.

**Obsidian Golem** AC U •• JMy 6 A,B,U,R,4TH  
4/6.

**Onulet** AC U •• AMa 3 AQ,R,4TH  
If Onulet is placed in graveyard, its controller gains 2 life. 2/2

**Onyx Talisman** ART U •• SEv 2 IA  
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

**Ornithopter** AC U •• AWe 0 AQ,R,4TH  
Flying. 0/2

**Pentagram of the Ages** ART R •• DSh 4 IA  
4, T: Prevent all damage done to you from one source.

**Pit Trap** ART U •• AMa 2 IA  
2, T: Sacrifice to bury target non-flying creature that is attacking you.

**Planar Gate** ART R •• MBe 6 LG  
Pay 2 colorless mana less when casting a summon spell.

**Primal Clay** AC U •• KFo 6 AQ,R,4TH  
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.

**Pyramids** ART R •• AWe 6 AN  
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.

**Rack, the** ART U •• RTh 1 AQ,R,4TH  
Do 1 damage for each card under three opponent has in hand during upkeep.

**Rakite** ART R •• CRu 6 AQ, CH  
2: Prevent 1 damage to any target. Rakite returns to owner's hand when used.

**Red Mana Battery** ART R •• MTe 4 LG,4TH  
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).

**Reflecting Mirror** ART U •• MPo 4 DK  
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is twice the casting cost of target spell.

**Relic Barrier** ART U •• HMc 2 LG  
T: Tap target artifact.

**Ring of Immortals** ART R •• MBe 5 LG  
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

**Ring of Ma'ru** ART R ••• DFr 5 AN  
5: Sacrifice Ring of Ma'ru to select a card from outside the game instead of drawing.

**Ring of Renewal** ART R ••• DSh 5 FE  
5, T: Randomly discard a card from your hand to draw two cards.

**Rocket Launcher** ART U ••• PVe 4 AQ,R  
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.

**Rad of Ruin** ART U ••• CRu 4 A,B,U,R,4TH  
3, T: Do 1 damage to any target.

**Raterothopter** AC C •• AWe 1 HL  
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.

**Runed Arch** ART R ••• PFo 3 IA  
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

**Staff of Zegon** ART C • MPo 4 AQ  
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.

**Standing Stones** ART U • SEv 3 DK  
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.

**Stone Calendar** ART R ••• AWe 5 DK  
Your spells cost 1 less to cast; casting cost cannot go below 0.

**Su-Chi** AC U ••• CRu 4 AQ  
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4

**Sunglasses of Urza** ART R ••• DFr 3 A,B,U,R,4TH  
Your plains may generate either a white or red mana.

**Staff of the Ages** ART R •• DGe 3 IA  
Creatures with landwalk ability may be blocked as if they did not have that ability.

**Sunstone** ART U •• PFo 3 IA  
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.



PHANTASMAL FIEND



BESTIAL FURY

**Phantasmal Fiend and Bestial Fury:** The Phantasmal Fiend is a 1/5 black creature that can swap power and toughness. The problem: if your opponent blocks a 1/5 Fiend, they'll probably bounce, or you'll switch the Fiend to a 5/1, killing the blocker but dying as well. Just slap a Bestial Fury on it and have some fun. If it's blocked, it's a 5/5 trampler. If it's not blocked, swap power and toughness and it's a 5/1. Either way, your opponent's in a world of hurt.

**Runesword** ART C •• CRu 6 DK, CH  
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.

**Sandals of Abdallah** ART R •• DFr 4 AN  
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.

**Scorecrow** AC U ••• AMa 5 DK  
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2

**Sentinel** AC R ••• RAF 4 LG, CH  
"=1 when cast: When blocking, you may make "equal 1 + the power of the creature Sentinel blocks. When attacking, you may make "equal 1 + the power of creature blocking Sentinel. 1/"

**Serpent General** ART R ••• MTe 6 LG, CH  
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.

**Serrated Arrows** ART C ••• DCh 4 HL  
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.

**Shapeshifter** AC U ••• DFr 6 AQ,4TH  
"any number from 0 to 6. Choose " when Shapeshifter is cast and during your upkeep. "/(7-)"

**Shield of the Ages** ART U ••• AMa 2 IA  
2: Prevent 1 damage to you.

**Skull Catapult** ART U ••• BWa 4 IA  
1, T: Sacrifice a creature to do 2 damage to any target.

**Skull of Orm** ART U ••• TWB 3 DK  
5, T: Bring an enchantment card from your graveyard into your hand.

**Snow Fortress** AC R ••• MTe 5 IA  
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/1

**Soldier Golem** AC R ••• AMa 4 IA  
Does not untap during your untap phase. O: Untap one of opponent's creatures to untap Soldier Golem. Use this ability only at the end of your upkeep. 5/3

**Soldier Simulacrum** AC U ••• DFr 4 IA  
CU 1: 1: +1/+0 until end of turn. 2/4

• **Sol Ring** ART U ••• MTe 1 A,B,U,R  
T: Add 2 to your mana pool (play as an interrupt).

**Soul Net** ART U •• DFr 1 A,B,U,R,4TH  
1: Gain 1 life each time a creature is placed in the graveyard. Can only gain 1 life each time a creature is placed in the graveyard.

**Spirit Shield** ART R ••• SGr 3 FE  
2, T: Make target creature +0/+2 as long as Spirit Shield is in play. You may leave Spirit Shield tapped during your untap phase.

**Sword of the Ages** ART R ••• CRu 6 LG  
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.

**Tablet of Ephyra** ART C • CRu 1 AQ  
1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.

**Tamnos's Coffin** ART R ••• CRu 4 AQ  
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play. You may choose not to leave Coffin tapped.

**Tamnos's Wand** ART U •• DSh 4 AQ,4TH  
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.

**Tamnos's Weaponry** ART U ••• DFr 2 AQ,4TH  
2, T: Target creature gets +1/+1 as long as Tamnos's Weaponry remains tapped. You may choose not to untap Tamnos's Weaponry during untap phase.

**Tetavrus** AC R ••• MTe 6 AQ,4TH  
Flying. Give Tetavrus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetavrus. Counters that are off of Tetavrus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetavrus. 1/1.

**Throne of Bone** ART U •• AMa 1 A,B,U,R,4TH  
1: Gain 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.

**Time Bomb** ART R •• AWe 4 IA  
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal " damage to each creature and player, where " equals the number of time counters on Time Bomb.

**Time Vault** ART R ••• MTe 2 A,B,U  
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.

**Tornad's Crypt** ART C ••• CRu 0 DK, CH  
T: Sacrifice Tornad's Crypt to remove all cards in target player's graveyard from the game.

**Tower of Coireall** ART U •• DFr 2 DK  
1: Make a target creature unblockable by walls until end of turn.

**Triassic Egg** ART R ••• DFr 4 LG, CH  
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.

**Triskelion** AC R ••• DSh 6 AQ,4TH  
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1





| Name   | Kind | CR | Rating | Artist | Cost | Sets Found | Name  | Kind | CR | Rating | Artist | Cost | Sets Found   | Name   | Kind | CR   | Rating | Artist | Cost           | Sets Found |
|--|------|----|--------|--------|------|------------|---|------|----|--------|--------|------|--|--|------|------|--------|--------|----------------|------------|
| Description  |      |    |        |        |      |            | Description   |      |    |        |        |      |  | Description  |      |      |        |        |                |            |
| <b>Urzo's Avenger</b><br>0: Avenger loses 1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.   | AC   | R  | ****   | AWa    | 6    | AQ,4TH     | <b>Zelyon Sword</b><br>3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase. | ART  | R  | ***    | SKJ    | 3    | FE   | <b>Breeding Pit</b><br>Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.                   | EN   | U    | ****   | AMa    | B3             | FE         |
| <b>Urzo's Bauble</b><br>T: Sacrifice Urzo's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.   | ART  | U  | **     | CRu    | 0    | IA         | <b>Zuran Orb</b><br>0: Sacrifice a hand to gain 2 life.   | ART  | U  | ****   | Sev    | 0    | IA   | <b>Brine Shaman</b><br>T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1. | SC   | C    | ***    | CBr    | B1             | IA         |
| <b>Urzo's Choice</b><br>1: Gain 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.  | ART  | C  | **     | JMa    | 1    | AQ         |   |      |    |        |        |      | <b>Broken Visage</b><br>Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.  | INS  | R    | **   | MXG    | B4     | HL             |            |
| <b>Urzo's Miter</b><br>3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urzo's Miter may not be used when you destroy an artifact to gain benefits from another card.   | ART  | R  | **     | RAF    | 3    | AQ         |   |      |    |        |        |      | <b>Burnt Offering</b><br>Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.  | INT  | C    | **   | DGe    | B      | IA             |            |
| <b>Vexing Arcanix</b><br>3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.   | ART  | R  | ****   | RGa    | 4    | IA         |   |      |    |        |        |      | <b>Carion Ants</b><br>1: +1/+1 until end of turn. 0/1.   | SC   | U    | **** | RTh    | B82    | LG,4TH         |            |
| <b>Vibrating Sphere</b><br>During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.  | ART  | R  | **     | RTh    | 4    | IA         |   |      |    |        |        |      | <b>Cemetery Gate</b><br>Protection from black. 0/5. (Two versions)   | SC   | C    | ***  | MBE    | B2     | HL             |            |
| <b>Voodoo Doll</b><br>Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.   | ART  | R  | **     | SEv    | 6    | LG, CH     |   |      |    |        |        |      | <b>Chains of Mephistopheles</b><br>Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.  | EN   | R    | **   | HHu    | B1     | LG             |            |
| <b>Walking Wall</b><br>Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. Ths ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.  | AC   | U  | ****   | AWa    | 4    | IA         |   |      |    |        |        |      | <b>Clock of Confusion</b><br>If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.   | EC   | C    | **   | MOX    | B1     | IA             |            |
| <b>Wall of Shields</b><br>Counts as wall. Banding. 0/4.  | AC   | U  | **     | RGa    | 3    | IA         |   |      |    |        |        |      | <b>Contract from Below</b><br>Discard your hand, draw a new ante card plus seven cards.  | SOR  | R    | **** | DSh    | B      | A,B,U,R        |            |
| <b>Wall of Spears</b><br>First strike, counts as a wall. 2/3.  | AC   | C  | **     | SEv    | 3    | AQ,4TH     |   |      |    |        |        |      | <b>Cosmic Horror</b><br>First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.  | SC   | R    | ***  | JMy    | BBB3   | LG,4TH         |            |
| <b>Wand of Ith</b><br>3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn. | ART  | U  | ****   | QHa    | 4    | DK         |   |      |    |        |        |      | <b>Cuombaji Witches</b><br>T: Each player does 1 damage to any target you choose first. 1/3.   | SC   | C    | ***  | KFo    | B8     | AN, CH         |            |
| <b>War Barge</b><br>3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.  | ART  | U  | ****   | TWa    | 4    | DK         |   |      |    |        |        |      | <b>Curse Artifact</b><br>Controller of target artifact must bury it during upkeep or lose 2 life.  | EA   | U    | *    | MTb    | B82    | DK             |            |
| <b>War Chariot</b><br>3 T: Give target creature trample until end of turn.   | ART  | U  | ****   | DWi    | 3    | IA         |   |      |    |        |        |      | <b>Cursed Land</b><br>Do 1 damage to controller of target land during upkeep.  | EL   | U    | ***  | JMy    | B82    | ABUR,4TH       |            |
| <b>Weakstone</b><br>All attacking creatures lose 1/-0. Those creatures with power less than 1 deal no damage.  | ART  | U  | **     | JHa    | 4    | AQ         |   |      |    |        |        |      | <b>Cyclopean Mummy</b><br>Remove Mummy from game if it goes to graveyard. 2/1.   | SC   | C    | *    | Eba    | B1     | LG,4TH         |            |
| <b>Whalabone Glider</b><br>2, T: Give one of your creatures with power no greater than 3 flying until end of turn.   | ART  | U  | ***    | AWa    | 2    | IA         |   |      |    |        |        |      | <b>Dance of the Dead</b><br>Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.  | EC   | U    | **** | RGa    | B1     | IA             |            |
| <b>White Mana Battery</b><br>2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).  | ART  | R  | ***    | AWa    | 4    | LG,4TH     |   |      |    |        |        |      | <b>Dark Banishing</b><br>Bury target creature. Cannot target black creatures.  | INS  | C    | **** | DTu    | B2     | IA             |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Darkness</b><br>Creatures attack and block as normal but deal no damage.  | INS  | C    | ***  | HMc    | B      | LG             |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Darkest</b><br>Swap your topmost unmana card with either ante card.   | SOR  | R    | **** | QBo    | B8B    | A,B,U,R        |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Dark Ritual</b><br>Add BBB to your mana pool. Artists: JMa, Sev.  | INT  | C    | **** | MuH    | B      | A,B,U,R,4th,IA |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Deathgrip</b><br>BB: Counter a green spell (play as an interrupt).  | EN   | U    | ***  | AMa    | BB     | A,B,U,R,4TH    |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Deathlace</b><br>Change the color of one card being played or in play to black.   | INT  | R    | ***  | SEv    | B      | A,B,U,R,4TH    |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Demonic Attorney</b><br>Unless opponent concedes game, both players must draw an extra ante card.   | SOR  | R    | **   | DGe    | B      | A,B,U,R        |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Demonic Consultation</b><br>Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.   | INS  | U    | **   | RAI    | B      | IA             |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Demonic Hordes</b><br>T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.   | SC   | R    | **** | JMy    | BBB3   | A,B,U,R        |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Demonic Torment</b><br>Target creature deals no damage during combat and may not attack.  | EC   | U    | ***  | AMa    | B2     | LG             |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Demonic Tutor</b><br>Choose one card from your library, then reshuffle your library.  | SOR  | U    | **** | DSh    | B1     | A,B,U,R        |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Dereler</b><br>Your block spells cost an additional B 4/4.  | SC   | R    | ***  | AMa    | B3     | FE             |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Drain Life</b><br>Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.   | SOR  | C    | ***  | DSh    | B1X    | ABUR,4TH       |            |
|  |      |    |        |        |      |            |   |      |    |        |        |      | <b>Dread Wight</b><br>At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4. | SC   | R    | ***  | DGe    | BB3    | IA             |            |



ASHNOD'S CYLIX



SOLDIER OF FORTUNE

### Ashnod's Cylix and Soldier of Fortune:

The Cylix is a versatile little toy. Used on yourself, it works like a Sylvan Library. On your opponent, it can work like a Millstone, except you don't want your opponent to keep drawing the best of his three cards. So it's time to hire the Soldier of Fortune. Once your opponent picks the card he wants to keep by putting it on top of his library, use the Soldier to make sure that card goes back down deep into his deck.

|   |     |   |     |     |   |             |
|---|-----|---|-----|-----|---|-------------|
| <b>Winter Orb</b><br>Each player may only untap up to 1 land during untap phase.  | ART | R | *** | MTa | 2 | A,B,U,R,4TH |
| <b>Woodsen Sphere</b><br>1: Gain 1 life for any green spell cast. Can only give 1 life for each time a green spell is cast. | ART | U | **  | MTa | 1 | A,B,U,R,4TH |
| <b>Valiant Soldier</b><br>Valiant Soldier does not tap when attacking 1/4.  | AC  | C | *** | CRu | 3 | AQ,4TH      |

|   |    |   |     |     |    |             |
|---|----|---|-----|-----|----|-------------|
| <b>Bog Imp</b><br>Flying 1/1                        | SC | C | **  | RSp | B1 | DK, 4TH     |
| <b>Bog Rats</b><br>Cannot be blocked by walls. 1/1. | SC | C | *** | RSp | B  | DK, CH      |
| <b>Bog Wraith</b><br>Swampwalk. 3/3.                | SC | U | *** | JMa | B3 | A,B,U,R,4TH |

|   |    |   |     |     |    |             |
|---|----|---|-----|-----|----|-------------|
| <b>Bog Imp</b><br>Flying 1/1                        | SC | C | **  | RSp | B1 | DK, 4TH     |
| <b>Bog Rats</b><br>Cannot be blocked by walls. 1/1. | SC | C | *** | RSp | B  | DK, CH      |
| <b>Bog Wraith</b><br>Swampwalk. 3/3.                | SC | U | *** | JMa | B3 | A,B,U,R,4TH |

|                      |                  |                      |                        |                 |                  |               |                    |
|----------------------|------------------|----------------------|------------------------|-----------------|------------------|---------------|--------------------|
| • Restricted/Banned  | ART Artifact     | CU Cumulative Upkeep | EC Enchant Creature    | EL Enchant Land | EW Enchant World | INT Interrupt | SC Summon Creature |
| AC Artifact Creature | CR Current Rally | EA Enchant Artifact  | EE Enchant Enchantment | EN Enchantment  | INS Instant      | LAN Land      | SOR Sorcery        |



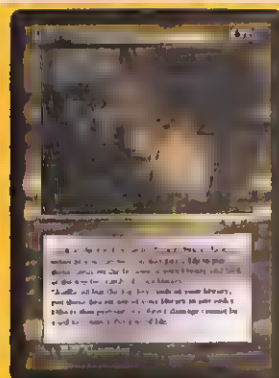
## players guide

| Name   | Kind | CR | Rating | Artist | Cost | Sets Found      |
|--|------|----|--------|--------|------|-----------------|
| <b>Drudge Spell</b>  | EN   | U  | ∞      | NTh    | BB   | HL              |
| B: Remove 2 creatures from graveyard out of game. Bring taken Skeleton into play. Skeleton is a block 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.   |      |    |        |        |      |                 |
| <b>Dry Spell</b>   | SOR  | C  | ∞      | BSn    | B1   | HL              |
| Dry Spell deals 1 damage to each creature and player. (Two versions)   |      |    |        |        |      |                 |
| <b>Eater of the Dead</b>   | SC   | U  | ∞      | JMy    | B4   | DK              |
| Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.  |      |    |        |        |      |                 |
| <b>Ebon Praetor</b>  | SC   | R  | ∞      | RAF    | B4   | FE              |
| Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.  |      |    |        |        |      |                 |
| <b>E-Hajjaj</b>  | SC   | R  | ∞      | DW     | BB1  | AN,R,4TH        |
| Gain 1 life for every point of damage E-Hajjaj inflicts. 1/1.  |      |    |        |        |      |                 |
| <b>Erg Raiders</b>   | SC   | C  | ∞      | DW     | B1   | AN,R,4TH        |
| Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.   |      |    |        |        |      |                 |
| <b>Evil Eye of Orms-By-Gore</b>  | SC   | U  | ∞      | JMy    | B4   | LG              |
| Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.  |      |    |        |        |      |                 |
| <b>Evil Presence</b>   | EL   | U  | ∞      | SEv    | B    | A,B,U,R,4TH     |
| Target land is now a basic swamp.  |      |    |        |        |      |                 |
| <b>Fallen, The</b>   | SC   | U  | ∞      | JMy    | BBB1 | DK, CH          |
| During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.  |      |    |        |        |      |                 |
| <b>Fallen Angel</b>  | SC   | U  | ∞      | AMa    | BB3  | LG, CH          |
| Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.  |      |    |        |        |      |                 |
| <b>Fear</b>  | EC   | C  | ∞      | Multi  | BB   | A,B,U,R,4th, IA |
| Only block or artifact creatures may block target creature. Artists: MPO, REm  |      |    |        |        |      |                 |
| <b>Feast of the Unicorn</b>  | EC   | C  | ∞      | DDe    | B3   | HL              |
| Target creature gets +4/+0. (Two versions)   |      |    |        |        |      |                 |
| <b>Flow of Maggots</b>   | SC   | R  | ∞      | RSp    | B2   | IA              |
| CU: 1. May not be blocked by non-wall creatures. 2/2.  |      |    |        |        |      |                 |
| <b>Foul Familiar</b>   | SC   | C  | ∞      | AMa    | B2   | IA              |
| Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.   |      |    |        |        |      |                 |
| <b>Frankenstein's Monster</b>  | SC   | R  | ∞      | AMa    | BBX  | DK              |
| Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2 O/I. |      |    |        |        |      |                 |
| <b>Frozen Shade</b>  | SC   | C  | ∞      | DSh    | B2   | A,B,U,R,4TH     |
| B: +1/+1 until end of turn. O/I.   |      |    |        |        |      |                 |
| <b>Funeral March</b>   | EC   | C  | ∞      | MBa    | BB1  | HL              |
| When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.  |      |    |        |        |      |                 |
| <b>Gangrenous Zombies</b>  | SC   | C  | ∞      | BSn    | BB1  | IA              |
| T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.  |      |    |        |        |      |                 |
| <b>Gate to Phyrexia</b>  | EN   | U  | ∞      | SEv    | BB   | AQ              |
| Sacrifice one of your creatures during your upkeep to destroy any one artifact.  |      |    |        |        |      |                 |
| <b>Gaze of Pain</b>  | SOR  | C  | ∞      | AMa    | B1   | IA              |
| For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.                              |      |    |        |        |      |                 |
| <b>Ghost Hounds</b>  | SC   | U  | ∞      | JMe    | B1   | HL              |
| Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.   |      |    |        |        |      |                 |
| <b>Ghosts of the Damned</b>  | SC   | C  | ∞      | EBa    | BB1  | LG              |
| T: Make target creature -1/-0 until end of turn. O/2.  |      |    |        |        |      |                 |
| <b>Giant Slug</b>  | SC   | C  | ∞      | AMa    | B1   | LG, CH          |
| T: Give Slug landwalk ability of your choice on your next turn. 1/1.   |      |    |        |        |      |                 |
| <b>Gloom</b>   | EN   | U  | ∞      | DFr    | B2   | A,B,U,R,4TH     |
| White spells and white enchantment activation costs now require 3 extra mana.  |      |    |        |        |      |                 |
| <b>Glyph of Doom</b>   | INS  | C  | ∞      | SVC    | B    | LG              |
| Creatures blocked by target wall are destroyed after combat.   |      |    |        |        |      |                 |
| <b>Grandmother Sengir</b>  | SC   | R  | ∞      | PVe    | B4   | HL              |
| B1, T: Target creature -1/-1 until end of turn. 3/3.   |      |    |        |        |      |                 |
| <b>Gravebind</b>   | INS  | R  | ∞      | DTu    | B    | IA              |
| Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.   |      |    |        |        |      |                 |

| Name   | Kind | CR | Rating | Artist | Cost | Sets Found |
|--|------|----|--------|--------|------|------------|
| <b>Grave Robbers</b>   | SC   | R  | ∞      | QHo    | BB1  | DK         |
| B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.                     |      |    |        |        |      |            |
| <b>Greater Werewolf</b>  | SC   | C  | ∞      | DDer   | B4   | HL         |
| After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.                               |      |    |        |        |      |            |
| <b>Greed</b>   | EN   | R  | ∞      | Pfo    | B3   | LG, 4TH    |
| B: Draw an extra card and sacrifice 2 life.  |      |    |        |        |      |            |
| <b>Guardian Beast</b>  | SC   | R  | ∞      | KMa    | B3   | AN         |
| If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.         |      |    |        |        |      |            |
| <b>Hasran Ogress</b>   | SC   | C  | ∞      | DFr    | BB   | AN, CH     |
| Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.  |      |    |        |        |      |            |
| <b>Hounding Wind</b>   | EN   | U  | ∞      | JMa    | B3   | AQ         |
| Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid. |      |    |        |        |      |            |



CHAOS HARLEQUIN



LIM-DOL'S VAULT

**Chaos Harlequin and Lim-Dol's Vault:** The Chaos Harlequin can pump up to a huge size if you can just keep from drawing land. Lim-Dol's Vault lets you order your next five cards or even pay life to look at another five or maybe even the five after that. Once you find the five you want, feed them to the Harlequin and pound your opponent good. Keep in mind that Dwarfen Warriors or Tawnos's Wand can make this clown unblockable.

|  |     |   |   |       |      |                 |
|--|-----|---|---|-------|------|-----------------|
| <b>Headless Horseman</b>   | SC  | C | ∞ | QHo   | B2   | LG              |
| 2/2.   |     |   |   |       |      |                 |
| <b>Headstone</b>   | INS | C | ∞ | DCh   | B1   | HL              |
| Remove target card in any graveyard from game. Draw a card during next turn's upkeep.  |     |   |   |       |      |                 |
| <b>Hecatomb</b>  | EN  | R | ∞ | Mh    | BB1  | IA              |
| Sacrifice four creatures when Hecatomb comes into play. O: Tap a swamp you control to have Hecatomb deal 1 damage to any target.   |     |   |   |       |      |                 |
| <b>Helifire</b>  | SOR | R | ∞ | PVe   | BBB2 | LG              |
| Destroy all non-black creatures. Helifire does X+3 damage to you, where X is the number of creatures placed in the graveyard.  |     |   |   |       |      |                 |
| <b>Hell's Caretaker</b>  | SC  | R | ∞ | SEv   | B3   | LG, CH          |
| T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.   |     |   |   |       |      |                 |
| <b>Hell Swarm</b>  | INS | C | ∞ | CRu   | B    | LG              |
| Make all creatures -1/-0 until end of turn.  |     |   |   |       |      |                 |
| <b>Hoar Shade</b>  | SC  | C | ∞ | RTh   | B3   | IA              |
| B: +1/+1 until end of turn. 1/2.   |     |   |   |       |      |                 |
| <b>Horror of Horrors</b>   | EN  | U | ∞ | MTa   | BB3  | CH              |
| Sacrifice a swamp to regenerate a black creature.  |     |   |   |       |      |                 |
| <b>Howl from Beyond</b>  | INS | C | ∞ | MAp   | BX   | A,B,U,R,4th, IA |
| Target creature gains +X/+0 until end of turn.   |     |   |   |       |      |                 |
| <b>Hydrolous Lament</b>  | SC  | U | ∞ | RTh   | B4   | IA              |
| O: Gains flying and -1/-0 until end of turn. 4/3.  |     |   |   |       |      |                 |
| <b>Hymn to Tawros</b>  | SOR | C | ∞ | Multi | BB   | FE              |
| Target player randomly discards two cards in hand. Artists: LDa, QHo, SK, SVC  |     |   |   |       |      |                 |
| <b>Hypnotic Specter</b>  | SC  | U | ∞ | DSh   | BB1  | A,B,U,R,4TH     |
| Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.   |     |   |   |       |      |                 |
| <b>Icaqualca</b>   | SOR | U | ∞ | RKF   | BB1  | IA              |
| Destroy a land. If it is a snow-covered land, Icaqualca deals 1 damage to the land's controller.   |     |   |   |       |      |                 |
| <b>Ilson's Shade</b>   | SC  | U | ∞ | CRu   | BBB3 | HL              |
| Protection from white. 5/5.  |     |   |   |       |      |                 |
| <b>Imprison</b>  | EC  | R | ∞ | CRu   | B    | LG              |
| T: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.  |     |   |   |       |      |                 |
| <b>Infemal Darkness</b>  | EN  | R | ∞ | Pfo   | BB2  | IA              |
| CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.   |     |   |   |       |      |                 |
| <b>Infemal Denizen</b>   | SC  | R | ∞ | DTu   | B7   | IA              |
| During your upkeep, you must sacrifice two swamps or Infemal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.   |     |   |   |       |      |                 |
| <b>Infemal Medusa</b>  | SC  | U | ∞ | AMa   | BB3  | LG              |
| Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.   |     |   |   |       |      |                 |
| <b>Initiatives of the Ebon Hand</b>  | SC  | C | ∞ | Multi | B    | FE              |
| T: Add B to your mana pool (play as an interrupt). Bury Initiatives of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, QHo, HHu 1/1.   |     |   |   |       |      |                 |
| <b>Inquisition</b>   | SOR | C | ∞ | AMa   | B2   | DK              |
| Examine target player's hand. Do 1 damage to for each white card in hand.  |     |   |   |       |      |                 |
| <b>Irin Sengir</b>   | SC  | U | ∞ | PVe   | BB2  | HL              |
| All white and green enchantments cast an extra 2 to cast. 2/2.   |     |   |   |       |      |                 |
| <b>Jovial Evil</b>   | SOR | R | ∞ | CRu   | B2   | LG              |
| Do 2 damage to opponent for each white creature opponent controls.   |     |   |   |       |      |                 |
| <b>Juzum Eftret</b>  | SC  | U | ∞ | CRu   | BB1  | AN,4TH          |
| Flying. Pay BB during upkeep or Juzum Eftret is destroyed. 3/3.  |     |   |   |       |      |                 |
| <b>Juzum Djinn</b>   | SC  | R | ∞ | MTa   | BB2  | AN              |
| Take 1 damage during upkeep. 5/5.  |     |   |   |       |      |                 |
| <b>Khabal Ghoul</b>  | SC  | R | ∞ | DSh   | B2   | AN              |
| Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.   |     |   |   |       |      |                 |
| <b>Kjeldoran Dead</b>  | SC  | C | ∞ | MBa   | B    | IA              |
| You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.   |     |   |   |       |      |                 |
| <b>Knights of Skramlog</b>   | SC  | U | ∞ | MPa   | BB   | IA              |
| Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.  |     |   |   |       |      |                 |
| <b>Koshkun Fells</b>   | EW  | R | ∞ | RAI   | BB2  | HL              |
| During your upkeep, tap target creature you control or bury Koshkun Fells. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.                                      |     |   |   |       |      |                 |
| <b>Krovikan Elementalists</b>  | SC  | U | ∞ | DSh   | BB   | IA              |
| 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.   |     |   |   |       |      |                 |
| <b>Krovikan Fetish</b>   | EC  | C | ∞ | HHu   | B2   | IA              |
| Target creature gets +1/+1. Draw a card at the beginning of the next turn.   |     |   |   |       |      |                 |
| <b>Krovikan Vampire</b>  | SC  | U | ∞ | QHo   | BB3  | IA              |
| If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.                               |     |   |   |       |      |                 |
| <b>Legions of Lim-Dol</b>  | SC  | C | ∞ | AMa   | BB1  | IA              |
| Snow-covered swampwalk. 2/3.   |     |   |   |       |      |                 |
| <b>Leshrac's Rite</b>  | EC  | U | ∞ | RTh   | B    | IA              |
| Give target creature swampwalk.  |     |   |   |       |      |                 |
| <b>Leshrac's Sigil</b>   | EN  | U | ∞ | DTu   | BB   | IA              |
| BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.                                  |     |   |   |       |      |                 |
| <b>Lesser Werewolf</b>   | SC  | U | ∞ | QHo   | B3   | LG              |
| B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.                    |     |   |   |       |      |                 |
| <b>Lich</b>  | EN  | R | ∞ | DGe   | BBBB | A,B,U           |
| Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play. |     |   |   |       |      |                 |
| <b>Lim-Dol's Cohort</b>  | SC  | C | ∞ | DSh   | BB1  | IA              |
| Creatures blocking or blocked by Lim-Dol's Cohort cannot regenerate this turn. 2/3.  |     |   |   |       |      |                 |
| <b>Lim-Dol's Hex</b>   | EN  | U | ∞ | LDa   | B1   | IA              |
| During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.  |     |   |   |       |      |                 |
| <b>Lord of the Pit</b>   | SC  | R | ∞ | MTa   | BBB4 | ABU,4TH         |
| Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.  |     |   |   |       |      |                 |
| <b>Lost Soul</b>   | SC  | C | ∞ | RAF   | BB1  | LG,4TH          |
| Swampwalk. 2/1.  |     |   |   |       |      |                 |
| <b>Marsh Gas</b>   | INS | C | ∞ | DSh   | B    | DK,4TH          |
| Make all creatures -2/-0 until end of turn.  |     |   |   |       |      |                 |



| Name                   | Description   | Kind | CR | Rating | Artist | Cost | Sets Found  | Name               | Description   | Kind | CR | Rating | Artist | Cost | Sets Found  | Name                  | Description | Kind | CR    | Rating | Artist | Cost        | Sets Found |
|------------------------|---|------|----|--------|--------|------|-------------|--------------------|---|------|----|--------|--------|------|---|-----------------------|-------------|------|-------|--------|--------|-------------|------------|
| Mind Ravel             | Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.  | SOR  | C  | •      | MTe    | B2   | IA          | Pox                | Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand, then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up. | SOR  | R  | ••••   | CBi    | BBB  | IA  | Sorcerer Queen        | SC          | R    | •••   | KFo    | BB1    | AN,R,4TH    |            |
| Mindstab Thrull        | If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HfU, RKF, MTe. 2/2.  | SC   | C  | ••     | MuH    | BB1  | FE          | Priest of Yawgmoth | T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.  | SC   | C  | •      | MTe    | B1   | AQ  | Soul Burn             | SOR         | C    | •••   | RAI    | B2     | IA          |            |
| Mind Twist             | Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.   | SOR  | R  | •••••  | JBo    | BX   | A,B,U,R,4TH | Quagmire           | Creatures with swampwalk may be blocked.  | EN   | U  | ••     | Dfr    | B2   | LG  | Soul Exchange         | SOR         | U    | ••••  | AWA    | BB     | FE          |            |
| Mind Warp              | Look at a player's hand and discard X cards of your choice from that hand.  | SOR  | U  | •••    | Lda    | B3X  | IA          |                    |   |      |    |        |        |      | Soul Kiss   | EC                    | C           | •••• | Nla   | B2     | IA     |             |            |
| Mind Whip              | During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.  | EC   | R  | •••    | Dtu    | BB2  | IA          |                    |   |      |    |        |        |      | B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.   | Spirit Shackles       | EC          | U    | ••    | EBe    | BB     | LG,4TH      |            |
| Minion of Leshrac      | Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.  | SC   | R  | ••••   | Lwi    | BBB4 | IA          |                    |   |      |    |        |        |      | Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.   | Spoils of Evil        | INT         | R    | •••   | QHo    | B2     | IA          |            |
| Minion of Teshv Szal   | Pay BB during upkeep or take 2 damage. T: Give target creature +3/+2 until end of turn. 4/4.  | SC   | R  | •••••  | JBo    | BBB4 | IA          |                    |   |      |    |        |        |      | Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.  | Spoils of War         | SOR         | R    | ••••  | PVe    | BX     | IA          |            |
| Mold Demon             | Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.   | SC   | R  | •      | JMy    | BB5  | LG          |                    |   |      |    |        |        |      | Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.   | Stench of Evil        | SOR         | U    | ••••  | MTe    | BB2    | IA          |            |
| Mole Worms             | T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.   | SC   | U  | •••    | DGe    | B2   | IA          |                    |   |      |    |        |        |      | Destroy all plains. Each player takes 1 damage for each plains he or she wishes to prevent.   | Stone-Throwing Devils | SC          | C    | ••••  | KMe    | B      | AN          |            |
| Moor Fiend             | Swampwalk. 3/3.   | SC   | C  | •••    | AMa    | B3   | IA          |                    |   |      |    |        |        |      | First strike. 1/1.  | Stromgold Cabal       | SC          | R    | ••••• | AMa    | BB1    | IA          |            |
| Murk Dwellers          | If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.  | SC   | C  | •••    | Dtu    | B3   | DK,4TH      |                    |   |      |    |        |        |      | T: Sacrifice 1 life to counter a white spell. 2/2.  | Syphon Soul           | SOR         | C    | •••   | MBE    | B2     | LG          |            |
| Nameless Race          | Trample. Sacrifice "life when casting Nameless Race, where " is at most the total number of white cards all your opponents have in play and in their graveyards. */*.   | SC   | R  | •••    | QHo    | B3   | DK          |                    |   |      |    |        |        |      | Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.   | Takklemoggot          | EC          | U    | ••    | DGe    | BB2    | LG,CH       |            |
| Necrite                | If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRU, RSp, Dtu. 2/2.  | SC   | C  | ••     | MuH    | BB1  | FE          |                    |   |      |    |        |        |      | Put a 0/1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemoggot. If no new targets exist, Takklemoggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemoggot enchanted. | Terror                | INS         | C    | ••••  | RSP    | B1     | A,B,U,R,4TH |            |
| Necropotence           | Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next draw phase.   | EN   | R  | ••••   | MTe    | BBB  | IA          |                    |   |      |    |        |        |      | Bury target creature. Cannot target block or artifact creatures.  | Timmerian Fiends      | SC          | R    | ••    | MG     | BB1    | HL          |            |
| Nether Shadow          | If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.   | SC   | R  | •••    | CRU    | BB   | A,B,U,R,4TH |                    |   |      |    |        |        |      | Remove Timmerian Fiends from your deck if not playing for one BBB. Sacrifice Timmerian Fiends to bury target artifact owned by any opponent in your graveyard. Put Timmerian Fiends into that opponent's graveyard. This card change is permanent. The opponent may ante an additional card to counter this effect. 1/1.      | Thrull Champion       | SC          | R    | •••   | DGe    | B4     | FE          |            |
| Nether Void            | Counter all spells unless their casters pay an extra 3.   | EW   | R  | ••••   | HMc    | B3   | LG          |                    |   |      |    |        |        |      | All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.   | Thrull Retainer       | EC          | U    | ••••  | RSp    | B      | FE          |            |
| Netling Imp            | T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.  | SC   | U  | •••    | QHo    | B2   | A,B,U,R     |                    |   |      |    |        |        |      | Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.   | Thrull Wizard         | SC          | U    | ••    | AMa    | B2     | FE          |            |
| Nightmare              | Flying. Power and toughness equal number of swamps controller has in play. */*.   | SC   | R  | ••••   | MBE    | B5   | A,B,U,R,4TH |                    |   |      |    |        |        |      | B1: Counter target block spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.   | Torture               | EC          | C    | •••   | MTe    | B      | HL          |            |
| Horror                 | T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.   | SC   | C  | ••••   | Mra    | B3   | IA          |                    |   |      |    |        |        |      | B1: Place -1/-1 token on creature Torture enchants. (Two versions.)   | Touch of Darkness     | INS         | U    | •••   | PVe    | B0     | LG          |            |
| Oath of Lim-Dul        | For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card. Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRU, RSp. 2/1. | EN   | R  | •••    | DSh    | B3   | IA          |                    |   |      |    |        |        |      | Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.  | Touch of Death        | SOR         | C    | ••    | MBE    | B2     | IA          |            |
| Order of the Ebon Hand | Place target creature out of play.  | EC   | C  | •••    | AMa    | B    | A,B,U,R,4TH |                    |   |      |    |        |        |      | Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.   | Tourach's Chant       | EN          | U    | ••    | RKF    | BB1    | FE          |            |
| Oubliette              | Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.   | EN   | C  | •••    | DSh    | BB1  | AN          |                    |   |      |    |        |        |      | Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.  | Tourach's Gate        | EL          | R    | ••    | Sev    | BB1    | FE          |            |
| Paralyze               | Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.   | EN   | C  | •••    | AMa    | B    | A,B,U,R,4TH |                    |   |      |    |        |        |      | You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. O: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/+1 until end of turn.    | Transmutation         | INS         | C    | •••   | SVC    | B1     | LG,CH       |            |
| Pestilence             | B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.   | EN   | C  | •••••  | JMy    | B2   | A,B,U,R,4TH |                    |   |      |    |        |        |      | Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.   | Uncle Ispan           | SC          | U    | •••   | DGe    | BBB1   | DK,4TH      |            |
| Pestilence Rats        | * equals the number of other Rats in play. */3.   | SC   | C  | ••     | JMa    | B2   | IA          |                    |   |      |    |        |        |      | Creatures cannot damage Uncle Ispan. 1/3.   | Underworld Dreams     | EN          | U    | ••••  | JBo    | BBB    | LG          |            |
| Phyrexian Gremlins     | T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.  | SC   | C  | •••    | AWe    | B2   | AQ          |                    |   |      |    |        |        |      | Do 1 damage to opponent for each card drawn.  | Unholy Strength       | EC          | C    | ••••  | DSh    | B      | A,B,U,R,4TH |            |
| Pit Scorpion           | If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.  | SC   | C  | ••     | SKG    | B2   | LG,4TH      |                    |   |      |    |        |        |      | Target creature gains +2/+1.  | Vampire Bats          | SC          | C    | ••    | AMa    | B      | LG,4TH      |            |
| Plague Rats            | Power and toughness equal number of Plague Rats in play. */*.   | SC   | C  | ••     | AMa    | B2   | A,B,U,R,4TH |                    |   |      |    |        |        |      | Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.  | Veldrane of Sengir    | SC          | R    | ••    | SVC    | BB5    | HL          |            |



**Errand of Duty:** What's so hot about this card? Well, for one thing, it's an instant. Think of the surprise factor: you can block an incoming big creature when your opponent thinks you're helpless. You can off a tougher attacker when you band your 1/1 "Insta-Knight" with one of your big creatures (hopefully keeping your big critter alive in the process). Face it, man, this is a good card.

**Rag Man** SC R ••• DGe BB2 DK,4TH  
BBB: T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.

**Raise Dead** SOR C ••• JMe B A,B,U,R,4TH  
Bring a creature from your graveyard into your hand.

**Royal Assassin** SC R ••••• TWa BB1 A,B,U,R,4TH  
T: Destroy any tapped creature. 1/1.

**Sacrifice** INT U •• Dfr B A,B,U,R  
Sacrifice a creature to add to your mana pool black mana equal to that creature's casting cost.

**Scathe Zombies** SC C • JMy B2 A,B,U,R,4TH  
2/2.

**Scavenging Ghoul** SC U ••• JMa B3 A,B,U,R,4TH  
At the end of turn, add a counter for each creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.

**Season of the Witch** EN R •• JMy BBB DK  
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.

**Seizures** EC C ••• JBo B1 IA  
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.

**Sengir Autocrat** SC R ••• DCh B3 HL  
When Sengir Autocrat comes into play, put three self tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all self tokens. 2/2.

**Sengir Bats** SC C ••• Dfr B1 HL  
Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats, Sengir Bats Receive +1/+1. 1/2. (Two versions)

**Sengir Vampire** SC U ••••• AMa BB3 A,B,U,R,4TH  
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.

**Sewars of Estark** INS R ••••• MBe BB2 PR  
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.

**Shmian Night Stalker** SC U ••• JMy BB3 LG,CH  
Redirect all damage done to you from a creature to Shmian Night Stalker instead. 4/4.

**Simulacrum** INS U ••••• MPa B1 A,B,U,R,4TH  
Redirectively redirect all damage done to you this turn to one of your creatures.

**Sinkhole** SOR C ••••• SEv BB A,B,U  
Destroy a land.

**Songs of the Damned** INT C •• PVe B IA  
Add B to your mana pool for every creature in your graveyard.

•/ Restrained/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery



## players guide

| Name                 | Description   | Kind | CR | Rating | Artist | Cost | Sets Found  |
|----------------------|---|------|----|--------|--------|------|-------------|
| Walking Dead         | B: Regenerates. 1/1   | SC   | C  | ****   | Dfr    | B1   | LG          |
| Wall of Bone         | B: Regenerates. 1/4.  | SC   | U  | **     | AMo    | B2   | A,B,U,R,4TH |
| Wall of Putrid Flesh | Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4  | SC   | U  | **     | RTh    | B2   | LG          |
| Wall of Shadows      | Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1 | SC   | C  | ***    | PVe    | B8   | LG, CH      |
| Wall of Tombstones   | "=the number of creatures in your graveyard. 0/1+".   | SC   | U  | *      | Dfr    | B1   | LG          |
| Warp Artifact        | Do 1 damage to target artifact's controller during upkeep   | EA   | R  | ***    | AWe    | B8   | A,B,U,R,4TH |



LORD OF TRESSERHORN



SURGE OF STRENGTH

|                    |     |   |      |     |      |             |
|--------------------|-----|---|------|-----|------|-------------|
| Weakness           | EC  | C | **** | DSh | B0   | A,B,U,R,4TH |
| Will-O'-The-Wisp   | SC  | R | **** | JMy | B    | A,B,U,R,4TH |
| Withering Wisp     | EN  | U | **** | Mh  | B81  | IA          |
| Word of Binding    | SOR | C | ***  | BBX |      | DK,4TH      |
| Word of Command    | INS | R | **   | JMy | B8   | A,B,U       |
| Worms of the Earth | EN  | R | **   | AMo | B8B2 | DK          |
| Wretched, The      | SC  | R | **** | CRu | B83  | LG, CH      |
| Xenic Poltergeist  | SC  | R | ***  | Dfr | B81  | AQ, 4TH     |
| Yawgmoth Demon     | SC  | R | **   | Scv | B84  | AQ, CH      |
| Zombie Master      | SC  | R | **   | JMe | B81  | A,B,U,R,4TH |

|              |     |   |     |     |    |    |
|--------------|-----|---|-----|-----|----|----|
| Acid Rain    | SOR | R | *** | NTh | U3 | LG |
| Aether Storm | EN  | U | *** | MTe | U3 | HL |

| Name              | Description  | Kind | CR | Rating | Artist | Cost | Sets Found  |
|-------------------|--|------|----|--------|--------|------|-------------|
| Air Elemental     | Flying. 4/4.   | SC   | U  | ****   | RTh    | UU3  | A,B,U,R,4TH |
| Anomies           | Examine target player's hand. Target discards all non-land cards in hand.  | SOR  | U  | ****   | MPo    | UUU3 | DK          |
| Ancestral Recall  | Target player must draw 3 cards  | INS  | R  | ****   | MPo    | U    | A,B,U       |
| Animate Artifact  | Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities. | EA   | U  | ***    | DSh    | U3   | A,B,U,R,4TH |
| Anti-Magic Aura   | Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.   | EC   | C  | ****   | DSh    | U2   | LG          |
| Apprentice Wizard | U, T. Add 3 to your mana pool (play as an interrupt). 0/1.   | SC   | C  | ***    | Dfr    | UU1  | DK,4TH      |
| Arniflet's Ascent | CU. U, 1. Target creature gains flying until end of turn.  | EN   | C  | ***    | DTu    | UU1  | IA          |
| Azura Drake       | Flying. 2/4.   | SC   | U  | ***    | Dfr    | U3   | LG, CH      |
| Baki's Curse      | Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature  | SOR  | R  | **     | Mle    | UU2  | HL          |
| Backfire          | For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.   | EC   | U  | **     | BSn    | U    | LG,4TH      |

## Lord of Tresserhorn and Surge of Strength:

The Lord is a fairly obscure 10/4 creature which can regenerate. However, since it can be successfully held off by a Drudge Skeleton or Uthden Troll, your foe may not show his Lordship the proper respect. To make your opponent know the true meaning of fear, whip out Surge of Strength (the new Berserk!). Now the Lord is a 14/4 trampler that regenerates! That'll learn 'em.

|                      |     |   |      |     |     |             |
|----------------------|-----|---|------|-----|-----|-------------|
| Baldurian Conjurer   | SC  | U | ***  | MTe | U1  | IA          |
| Baldurian Shaman     | SC  | C | **   | QHo | U   | IA          |
| Binding Grasp        | EC  | U | **** | Rtp | U3  | IA          |
| Blue Elemental Blast | INT | C | ***  | RTh | U   | A,B,U,R,4TH |
| Boomerang            | INS | C | **** | BSn | UU  | LG, CH      |
| Braingeyser          | SOR | R | **** | MTe | UUU | A,B,U,R     |
| Brainstorm           | INS | C | **** | CRu | U   | IA          |
| Breath of Dreams     | EN  | U | ***  | Pfo | UU2 | IA          |
| Brine Hag            | SC  | U | *    | QHo | UU2 | LG          |
| Chain Stasis         | INS | R | ***  | PMo | U   | HL          |
| Clairvoyance         | INS | C | ***  | KMe | U   | IA          |
| Clone                | SC  | U | **** | JBa | U3  | A,B,U,R     |
| Control Magic        | EC  | U | **** | DWU | UU2 | A,B,U,R,4TH |
| Copy Artifact        | EN  | R | **** | AWe | U1  | A,B,U,R     |

| Name                   | Description   | Kind | CR | Rating | Artist | Cost | Sets Found     |
|------------------------|---|------|----|--------|--------|------|----------------|
| Coral Reef             | Put four poly counters on Coral Reef. O: sacrifice an Island for 2 polyas. U: top and place +0/-1 counter on target blue creature you control. Remove 1 poly counter  | EN   | C  | **     | AWe    | UU   | HL             |
| Counterspell           | Counter target spell as it is being cast. Artists: MPo, LWI   | INT  | U  | ****   | Mh     | UU   | A,B,U,R,4TH,IA |
| Creation Bond          | If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.   | EC   | C  | **     | AMo    | U1   | A,B,U,R,4TH    |
| Dance of Many          | When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many  | EN   | R  | ****   | Scv    | UU   | DK, CH         |
| Dandon                 | Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.  | SC   | C  | **     | DTu    | UU   | AN, CH         |
| Dark Maze              | O: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)   | SC   | C  | *      | RAI    | U4   | HL             |
| Deep Spawn             | Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6. | SC   | U  | ***    | MTe    | UUU5 | FE             |
| Deep Water             | U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.   | EN   | C  | **     | JMe    | UU   | DK             |
| Deflection             | Target spell with one target now targets a legal target of your choice  | INT  | R  | ****   | MRa    | U3   | IA             |
| Devouring Deep         | Islandwalk. 1/2   | SC   | C  | **     | LDa    | U2   | LG             |
| Dracno's Restoration   | Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.   | SOR  | C  | **     | AWe    | U    | AQ             |
| Drain Power            | Opponent must draw all mana from available lands. All mana in opponent's mana pool is added to yours  | SOR  | R  | ****   | DSh    | UU   | A,B,U,R,4TH    |
| Dream Coat             | Change target creature's color to another color (play as an interrupt)  | EC   | U  | ***    | AWe    | U    | LG             |
| Dreams of the Dead     | U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU. 2 If the creature leaves play, remove it from the game   | EN   | U  | ***    | Mh     | U3   | IA             |
| Drowned                | B: Regenerates. 1/1   | SC   | C  | *      | QHo    | U1   | DK             |
| Elder Spawn            | Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.   | SC   | R  | *      | JMy    | UUU4 | LG             |
| Electric Eel           | RR. Give Eel +2/+0 and Electric Eel does 1 damage to you. Take 1 damage when summoning Electric Eel 1/1   | SC   | U  | **     | AMo    | U    | DK             |
| Enchantment Alteration | Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid   | INS  | U  | ****   | BSn    | U    | LG, CH         |
| Energy Flux            | Each artifact requires 2 during upkeep or it must be destroyed  | EN   | U  | ***    | Kfo    | U2   | AQ,R,4TH       |
| Energy Tap             | Top target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool  | SOR  | C  | ***    | DSh    | U    | LG,4TH         |
| Enervate               | Top target creature, land, or artifact. Draw a card at the beginning of the next turn   | INS  | C  | *      | LWI    | U1   | IA             |
| Erosion                | Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.  | EL   | C  | **     | PVe    | UUU  | DK,4TH         |
| Errant Minion          | During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.   | EC   | C  | *      | HMk    | U2   | IA             |
| Essence Flare          | Target creature gets +2/+0. Put a +0/-1 counter on the creature during each of its controller's upkeep  | EC   | C  | ***    | RKF    | U    | IA             |
| Feedback               | Do 1 damage to controller of target enchantment during upkeep.  | EE   | U  | **     | QHo    | U2   | A,B,U,R,4TH    |
| Field of Dreams        | The top card in every library plays face up.  | EW   | R  | ***    | Kfo    | U    | LG             |
| Fishilver Oil          | Give target creature islandwalk.  | EC   | C  | ***    | AMo    | U1   | AN, CH         |
| Flash Counter          | Counter target interrupt or instant spell   | INT  | C  | ***    | HMk    | U1   | LG             |
| Flash Flood            | Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.  | INS  | C  | *      | TWb    | U    | LG, CH         |
| Flight                 | Target creature now has flying  | EC   | C  | ****   | AMo    | U    | A,B,U,R,4TH    |
| Flood                  | UU: Top target non-flying creature  | EN   | C  | ***    | DDa    | U    | DK,4TH         |
| Flying Men             | Flying. 1/1.  | SC   | C  | ****   | CRu    | U    | AN             |



| Name   | Kind | CR | Rating | Artist | Cost | Sets Found | Name  | Kind | CR | Rating | Artist | Cost | Sets Found  | Name   | Kind | CR | Rating | Artist | Cost | Sets Found  |
|--|------|----|--------|--------|------|------------|---|------|----|--------|--------|------|-------------|--|------|----|--------|--------|------|-------------|
| Description  |      |    |        |        |      |            | Description   |      |    |        |        |      |             | Description  |      |    |        |        |      |             |
| <b>Force Spike</b>   | INT  | C  | ••     | BWu    | U    | LG         | <b>Invoke Prejudice</b>   | EN   | R  | ••     | HMc    | UUUU | LG          | <b>Merchant Scroll</b>   | SOR  | C  | •••    | LDoh   | U1   | HL          |
| Counter target spell unless its caster spends 1 extra colorless mana.  |      |    |        |        |      |            | Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.                       |      |    |        |        |      |             | Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.  |      |    |        |        |      |             |
| <b>Force Void</b>  | INT  | U  | •      | MTe    | U2   | IA         | <b>Island Fish Jockey</b>   | SC   | R  | ••     | JMy    | UUU4 | ANR,4TH     | <b>Merchant Ship</b>   | SC   | R  | ••     | TWu    | U4   | AN          |
| Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.   |      |    |        |        |      |            | Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8  |      |    |        |        |      |             | Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.  |      |    |        |        |      |             |
| <b>Forge</b>   | SOR  | R  | ••     | MKG    | UU   | HL         | <b>Jinx</b>   | INS  | C  | ••     | AMG    | U1   | HL          | <b>Merfolk Assassin</b>  | SC   | U  | •••    | DDe    | UU   | DK          |
| Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.  |      |    |        |        |      |            | Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.  |      |    |        |        |      |             | 1- Destroy target creature that has islandwalk. 1/2.   |      |    |        |        |      |             |
| <b>Gaseous Form</b>  | EC   | C  | ••     | Pfo    | U2   | LG,4TH     | <b>Jump</b>   | INS  | C  | ••     | MPo    | U    | A,B,U,R,4TH | <b>Merfolk of the Pearl Trident</b>  | SC   | C  | •      | JMa    | U    | A,B,U,R,4TH |
| Target creature deals no receives damage in combat.  |      |    |        |        |      |            | Target creature has flying until end of turn.   |      |    |        |        |      |             | 1/1.   |      |    |        |        |      |             |
| <b>Ghost Ship</b>  | SC   | U  | ••••   | TWu    | UU2  | DK,4TH     | <b>Juxtapose</b>  | SOR  | R  | •••    | JHo    | U3   | LG,CH       | <b>Merseine</b>  | EC   | C  | •••    | MuH    | UU2  | FE          |
| Flying. UUU: Regenerates. 2/4.   |      |    |        |        |      |            | Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them. |      |    |        |        |      |             | Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. |      |    |        |        |      |             |
| <b>Giant Albino</b>  | SC   | C  | ••     | DCh    | U1   | HL         | <b>Kravikorn Sorcerer</b>   | SC   | C  | •••    | PMo    | U2   | IA          | <b>Mesmeric Trance</b>   | EN   | R  | •••    | Dfr    | UU1  | IA          |
| Flying. U1: Bury all creatures that damaged Giant Albino this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albino is put into the graveyard from play. (Two versions) |      |    |        |        |      |            | T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.   |      |    |        |        |      |             | CU: 1. U: Discard a card from your hand to draw a card.  |      |    |        |        |      |             |
| <b>Giant Oyster</b>  | SC   | U  | ••••   | Nle    | UU2  | HL         | <b>Labyrinth Minotaur</b>   | SC   | C  | ••     | AMa    | U3   | HL          | <b>Mind Bomb</b>   | SOR  | U  | ••     | MTe    | U    | DK,4TH      |
| You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.   |      |    |        |        |      |            | Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)   |      |    |        |        |      |             | Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.  |      |    |        |        |      |             |
| <b>Giant Shark</b>   | SC   | C  | ••     | TWu    | U5   | DK         | <b>Land Equilibrium</b>   | EN   | R  | ••••   | JMy    | UU2  | LG          | <b>Mistfall</b>  | SC   | C  | •••    | OHo    | UU   | IA          |
| When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.   |      |    |        |        |      |            | If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.   |      |    |        |        |      |             | U: Counter any spell that targets Mistfall. 1/2.   |      |    |        |        |      |             |
| <b>Giant Tortoise</b>  | SC   | C  | ••     | XFo    | U1   | AN,4TH     | <b>Leviathan</b>  | SC   | R  | •••    | MTe    | UUU5 | DK,4TH      | <b>Musicon</b>   | SC   | R  | •••    | DTu    | U2   | IA          |
| +0/+3 while untapped. 1/1.   |      |    |        |        |      |            | Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.   |      |    |        |        |      |             | CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter on the creature or the creature is destroyed. 1/1.           |      |    |        |        |      |             |
| <b>Glacial Wall</b>  | SC   | U  | •••    | DWt    | U2   | IA         | <b>Lifetop</b>  | EN   | U  | ••••   | AMa    | UU   | A,B,U,R,4TH | <b>Mystic Decree</b>   | EW   | R  | •••    | LDa    | UU2  | HL          |
| 0/7.   |      |    |        |        |      |            | Gain 1 life whenever opponent taps a forest.  |      |    |        |        |      |             | All creatures lose flying and islandwalk.  |      |    |        |        |      |             |
| <b>Glyph of Delusion</b>   | INS  | C  | •      | SVC    | U    | LG         | <b>Lord of Atlantis</b>   | SC   | R  | •••    | MBu    | UU   | A,B,U,R,4TH | <b>Mystic Might</b>  | EL   | R  | ••     | Nle    | U    | IA          |
| Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.   |      |    |        |        |      |            | While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.  |      |    |        |        |      |             | CU: U1. 0. Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.  |      |    |        |        |      |             |
| <b>High Tide</b>   | INS  | C  | ••     | MuH    | U    | FE         |   |      |    |        |        |      |             | <b>Mystic Remora</b>   | EN   | C  | ••     | KMe    | U    | IA          |
| All islands produce an additional U until end of turn. Artists: AMa, DTu, AWu  |      |    |        |        |      |            |   |      |    |        |        |      |             | CU: 1. You may draw a card whenever you target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.   |      |    |        |        |      |             |
| <b>Homarid</b>   | SC   | C  | •      | MuH    | U2   | FE         |   |      |    |        |        |      |             | <b>Marshall</b>  | SC   | R  | •••    | DCh    | UU2  | HL          |
| Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: OHo, HHu, MTe, BWu. 2/2.   |      |    |        |        |      |            |   |      |    |        |        |      |             | First strike. Protection from red. 2/2.  |      |    |        |        |      |             |
| <b>Homarid Shaman</b>  | SC   | R  | •••    | AWu    | UU2  | FE         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| U: Tap target green creature. 2/1.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Homarid Spawning Bed</b>  | EN   | U  | ••••   | DSH    | UU   | FE         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Homarid Warrior</b>   | SC   | C  | ••     | MuH    | U4   | FE         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| U Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Hurky's Recall</b>  | INS  | R  | •••    | NTh    | U1   | AQ,R,4TH   |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Return all artifacts in play owned by target player to owner's hand, enchantments on those artifacts are discarded.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Hydroblast</b>  | INT  | C  | ••     | KFo    | U    | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Counter a spell being cast or destroy a red permanent if it's red.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Iceberg</b>   | EN   | U  | •••    | JMa    | UUU  | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Put X ice counters on Iceberg when it comes into play. 3. Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mana to your mana pool.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Icy Prison</b>  | EN   | R  | •••    | AMa    | UU   | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Illusionary Forces</b>  | SC   | C  | •••    | JHo    | U3   | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Flying. CU: U. 4/4.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Illusionary Presence</b>  | SC   | R  | •••    | KFo    | UU1  | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Illusionary Terrain</b>   | EN   | U  | •••    | RAJ    | UU   | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Illusionary Wall</b>  | SC   | C  | •••    | MPo    | U4   | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Flying. First strike. CU: U. 7/4.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Illusions of Grandeur</b>   | EN   | R  | •••    | OHo    | U3   | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Infuse</b>  | INS  | C  | •      | RGo    | U2   | IA         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>In the Eye of Chaos</b>   | EW   | R  | •      | CRu    | U2   | LG         |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.  |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| <b>Invisibility</b>  | EC   | C  | ••••   | AMa    | UU   | A,B,U      |   |      |    |        |        |      |             |  |      |    |        |        |      |             |
| Target creature may only be blocked by woks.   |      |    |        |        |      |            |   |      |    |        |        |      |             |  |      |    |        |        |      |             |



**SOLDEVI STEAM BEAST**

Whenever Soldevi Steam Beast becomes tapped, target opponent gains 2 life.

1- Regenerates

"Nothing has ever broken my heart as much as this: the betrayal of Soldevi to my beloved machine!" - from *Requiem, Soldevi Machine*



**FORESIGHT**

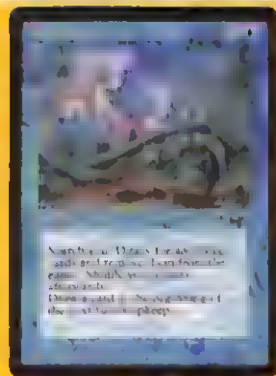
**Soldvi Steam Beast and Foresight:** So your Soldevi Steam Beast Deck is getting jammed by an icy Manawaterlog in fact by tapping the Beast, he's giving you life in turn. Finally, reveal a lightning Bolt to kill your Steam Beast! Suddenly you realize you've got more of those steamy things in your deck. Quick fix: cast Foresight to reveal all those Steam Beasts and draw a card to boot. And there's new you deck will need a new name.

|  |     |   |       |     |     |             |  |     |   |      |     |      |             |
|--|-----|---|-------|-----|-----|-------------|--|-----|---|------|-----|------|-------------|
| <b>Magical Hack</b>  | INT | R | ••••  | JHo | U   | A,B,U,R,4TH | <b>Old Man of the Sea</b>  | SC  | R | •••• | SVC | UU1  | AN          |
| Change the text of a card being played or in play by switching one basic land type with another.   |     |   |       |     |     |             | T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3 |     |   |      |     |      |             |
| <b>Mogus of the Unseen</b>   | SC  | R | ••••  | KFo | U1  | IA          | <b>Part Water</b>  | SOR | U | •••  | NTh | UUU  | LG          |
| U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1  |     |   |       |     |     |             | Give X target creatures islandwalk until end of turn.  |     |   |      |     |      |             |
| <b>Mahomoti Djinn</b>  | SC  | R | ••••• | Dfr | UU4 | A,B,U,R,4TH | <b>Phantasmal Forces</b>   | SC  | U | ••   | MPo | U3   | A,B,U,R,4TH |
| Flying. 5/6  |     |   |       |     |     |             | Flying. Pay U during upkeep or card is destroyed. 4/1  |     |   |      |     |      |             |
| <b>Mana Drain</b>  | INT | U | ••••• | MTe | UU  | LG          | <b>Phantasmal Mound</b>  | SC  | U | •••• | MBu | U1   | IA          |
| Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.   |     |   |       |     |     |             | Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If other creature leaves play before end of turn, bury the other. 1/1                              |     |   |      |     |      |             |
| <b>Mana Short</b>  | INS | R | ••••• | DWt | UU2 | A,B,U,R,4TH | <b>Phantasmal Terrain</b>  | EL  | C | •••• | DWt | UU   | A,B,U,R,4TH |
| All opponent's lands are tapped, opponent's mana pool is emptied. Opponent is not damaged by unspent mana.   |     |   |       |     |     |             | Target land switches to any basic land type chosen by caster.  |     |   |      |     |      |             |
| <b>Mana Vortex</b>   | EN  | R | •••   | DSH | UU1 | DK          | <b>Phantom Monster</b>   | SC  | U | •••• | JMy | U3   | A,B,U,R,4TH |
| Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.  |     |   |       |     |     |             | Flying. 3/3  |     |   |      |     |      |             |
| <b>Marjhan</b>   | SC  | R | ••••  | DGe | UU5 | HL          | <b>Pirate Ship</b>   | SC  | R | •••  | TWu | U4   | A,B,U,R,4TH |
| Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU-1/4 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8 |     |   |       |     |     |             | T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3   |     |   |      |     |      |             |
| <b>Memory Lapse</b>  | INT | C | •••   | MTe | U1  | HL          | <b>Polar Kraken</b>  | SC  | R | •••  | MPo | UUU8 | IA          |
| Counter target spell. Put that spell on top of its owner's library. (Two versions)   |     |   |       |     |     |             | Trample. CU: Sacrifice a land. Comes into play tapped. 11/11   |     |   |      |     |      |             |

|   |     |   |      |     |   |    |               |     |   |      |     |   |    |
|---|-----|---|------|-----|---|----|---------------|-----|---|------|-----|---|----|
| <b>Pariah</b>   | SOR | C | •••• | LDa | U | IA | <b>Pariah</b> | SOR | C | •••• | LDa | U | IA |
| You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn. |     |   |      |     |   |    |               |     |   |      |     |   |    |



SOLDEVI STEAM BEAST



FORESIGHT

## Soldvi Steam Beast

**and Foresight:** So your Soldvi Steam Beast Deck is getting ramped by an icy Manipulating too in fact by tapping the Beast, he's gaining two life return. Finally, you can draw a card to keep your Steam Beast's Suffering, you need 20 value to get their more of their cards. Things in your deck. Quick, your cards might be destroyed as those Steam Beasts and draw a card to keep the Beast, now your deck will need a new name.

|   |     |   |      |     |     |             |
|---|-----|---|------|-----|-----|-------------|
| <b>Magical Hack</b>   | INT | R | •••• | JMa | U   | A,B,U,R,4TH |
| Change the text of a card being played or in play by switching one basic land type with another.  |     |   |      |     |     |             |
| <b>Magus of the Unseen</b>  | SC  | R | •••• | KFo | U1  | IA          |
| U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate.   |     |   |      |     |     |             |
| <b>Mahomati Djinn</b>   | SC  | R | •••• | Dfr | UU4 | A,B,U,R,4TH |
| Flying. 5/6.  |     |   |      |     |     |             |
| <b>Mana Drain</b>   | INT | U | •••• | MTe | UU  | LG          |
| Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.  |     |   |      |     |     |             |
| <b>Mana Short</b>   | INS | R | •••• | DWt | U2  | A,B,U,R,4TH |
| All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by untapped mana.   |     |   |      |     |     |             |
| <b>Mana Vortex</b>  | EN  | R | ••   | DSH | UU1 | OK          |
| Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.   |     |   |      |     |     |             |
| <b>Marjhan</b>  | SC  | R | •••• | DGe | UU5 | HL          |
| Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU-1/0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8. |     |   |      |     |     |             |
| <b>Memory Lapse</b>   | INT | C | •••  | MTe | U1  | HL          |
| Counter target spell. Put that spell on top of its owner's library. (Two versions)  |     |   |      |     |     |             |

|   |     |   |      |     |      |             |
|---|-----|---|------|-----|------|-------------|
| <b>Old Man of the Sea</b>   | SC  | R | •••• | SVC | UU1  | AN          |
| T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3. |     |   |      |     |      |             |
| <b>Pari Water</b>   | SOR | U | •••  | NTh | UU2  | LG          |
| Give 1 target creature islandwalk until end of turn.  |     |   |      |     |      |             |
| <b>Phantasmal Forces</b>  | SC  | U | ••   | MPo | U3   | A,B,U,R,4TH |
| Flying. Pay U during upkeep or card is destroyed. 4/1.  |     |   |      |     |      |             |
| <b>Phantasmal Mummy</b>   | SC  | U | •••• | JMa | U1   | IA          |
| Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.                             |     |   |      |     |      |             |
| <b>Phantasmal Terrain</b>   | EL  | C | •••• | DWt | UU   | A,B,U,R,4TH |
| Target land switches to any basic land type chosen by caster.   |     |   |      |     |      |             |
| <b>Phantom Monster</b>  | SC  | U | •••  | JMy | U3   | A,B,U,R,4TH |
| Flying. 3/3.  |     |   |      |     |      |             |
| <b>Pirate Ship</b>  | SC  | R | •••  | TWu | U4   | A,B,U,R,4TH |
| T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.   |     |   |      |     |      |             |
| <b>Polar Kraken</b>   | SC  | R | •••  | MTe | UUUB | IA          |
| Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.   |     |   |      |     |      |             |
| <b>Portent</b>  | SC  | C | •••• | LDa | U    | IA          |
| You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.                     |     |   |      |     |      |             |



## players guide

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

**Power Artifact** EA U ● DSh UU AQ  
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.

**Power Leak** EE C ● DTu U1 A,B,U,R,4TH  
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.

**Power Sink** INT C ●●● RTh UX A,B,U,R,4TH,IA  
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.

**Prodigal Sorcerer** SC C ●● DSh U2 A,B,U,R,4TH  
T: Do 1 damage to any target. 1/1.

**Psionic Blast** INS U ●●● DSh U2 A,B,U  
Do 4 damage to any target and 2 damage to you.

**Psionic Entity** SC R ●● JHo U4 LG,4TH  
T: Do 2 damage to any target and 3 damage to itself. 2/2

**Psychic Allergy** EN R ●●● MTe UU3 DK  
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep.

**Psychic Purge** SOR C ●● SVC U LG  
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.

**Psychic Venom** EL C ● BSn U1 A,B,U,R,4TH  
Do 2 damage to target land's controller whenever target land is tapped.

**Puppet Master** EC U ●● SEv UUU LG, CH  
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.

**Ray of Command** INS C ●●●● HMc U3 IA  
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.

**Ray of Erasure** INS C ●● MRa U IA  
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.

**Reality Twist** EN R ●● JEr UUU IA  
CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

**Recall** SOR U ●●●● BSn UXX LG, CH  
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.

**Reconstruction** SOR C ●● AMa U AQ,R  
Bring an artifact from your graveyard into your hand.

**Reef Pirates** SC C ● TWa UU1 HL  
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2 (Two versions)

**Relic Bind** EA R ●● CRu U2 LG,4TH  
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.

**Remove Soul** INT C ●● BSn U1 LG, CH  
Counter target summon spell.

**Reset** INT U ●● NLe UU LG  
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.

**Reveka, Wizard Savant** SL R ●● SVC UUU HL  
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1

**Reverberation** INS R ●● JHo UU2 LG  
Redirect damage from a sorcery to its caster.

**Ripide** INS C ● RAF U DK  
Tap all blue creatures.

**River Merfolk** SC R ●● DSh UU FE  
U: Give River Merfolk mountainwalk until end of turn. 2/1.

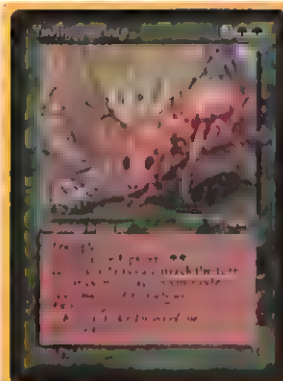
**Sage of Lal-Nam** SC C ● PVe U1 AQ  
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1

**Sea King's Blessing** INS U ●● RAF U LG  
Change the color of any number of target creatures to blue until end of turn.

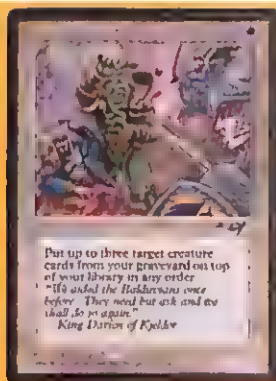
**Sea Serpent** SC C ●● JMa US A,B,U,R,4TH  
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5

**Seasinger** SC U ●● AWe UU1 FE  
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1

| Name  | Kind | CR | Rating | Artist | Cost | Sets Found |
|---|------|----|--------|--------|------|------------|
| <b>Sea Spirit</b>   | SC   | U  | ●●●    | RAI    | U4   | IA         |
| U: +1/+0 until end of turn. 2/3   |      |    |        |        |      |            |
| <b>Sea Sprite</b>   | SC   | U  | ●●●    | SVC    | U1   | HL         |
| Flying. Protection from red. 1/1.   |      |    |        |        |      |            |
| <b>Sea Troll</b>  | SC   | U  | ●      | DGe    | U2   | HL         |
| U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1 |      |    |        |        |      |            |
| <b>Segovian Leviathan</b>   | SC   | U  | ●●●    | MBa    | U4   | LG,4TH     |
| Islandwalk. 3/3.  |      |    |        |        |      |            |
| <b>Serendib Djinn</b>   | SC   | R  | ●●●    | AMa    | UU2  | AN         |
| Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.                         |      |    |        |        |      |            |



YAVIMAYA ANTS



REINFORCEMENTS

|  |     |   |      |     |     |                |
|--|-----|---|------|-----|-----|----------------|
| <b>Serendib Efreot</b>   | SC  | R | ●●●● | AMa | U2  | AN,R           |
| Flying. Does 1 damage to you during upkeep. 3/4.   |     |   |      |     |     |                |
| <b>Shyft</b>   | SC  | R | ●●●  | RTh | U4  | IA             |
| During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.  |     |   |      |     |     |                |
| <b>Sibilant Spirit</b>   | SC  | R | ●●●● | RSp | U5  | IA             |
| Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.   |     |   |      |     |     |                |
| <b>Silhouette</b>  | INS | U | ●    | KFo | U   | LG             |
| Prevent all damage done until end of turn to target creature by spells or effects targeting it.  |     |   |      |     |     |                |
| <b>Silver Erno</b>   | SC  | U | ●●●  | MBa | U3  | IA             |
| Flying, trample. 2/2.  |     |   |      |     |     |                |
| <b>Sindbad</b>   | SC  | U | ●    | JBa | U1  | AN,4TH         |
| T Draw new card, you may only keep it if it's a land. 1/1.   |     |   |      |     |     |                |
| <b>Siren's Call</b>  | INS | U | ●●●  | AMa | U   | A,B,U,R,4TH    |
| All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call. |     |   |      |     |     |                |
| <b>Sleight of Mind</b>   | INT | U | ●●●● | NLe | U   | A,B,U,R,4TH,IA |
| Change the text of a card being played or in play by switching one color word with another.  |     |   |      |     |     |                |
| <b>Snow Devil</b>  | EC  | C | ●●●  | KMa | U1  | IA             |
| Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.  |     |   |      |     |     |                |
| <b>Snowfall</b>  | EN  | C | ●●   | PFo | U2  | IA             |
| CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.   |     |   |      |     |     |                |
| <b>Soldier Machinist</b>   | SC  | U | ●●   | JMa | U1  | IA             |
| T Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1  |     |   |      |     |     |                |
| <b>Soul Barrier</b>  | EN  | U | ●    | HMc | U2  | IA             |
| Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.  |     |   |      |     |     |                |
| <b>Spectral Cloak</b>  | EC  | U | ●●●● | RAI | UU  | LG             |
| Target creature may not be targeted by spells or fast effects unless it is tapped.   |     |   |      |     |     |                |
| <b>Spell Blast</b>   | INT | C | ●●●● | BSn | UX  | A,B,U,R,4TH    |
| Counter target spell; X is casting cost of target spell.   |     |   |      |     |     |                |
| <b>Stasis</b>  | EN  | R | ●●●  | FJo | U1  | A,B,U,R,4TH    |
| Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.  |     |   |      |     |     |                |
| <b>Steel Artifact</b>  | EA  | U | ●●●  | AWe | UU2 | A,B,U,R,4TH    |
| Take control of target artifact.   |     |   |      |     |     |                |
| <b>Sunken City</b>   | EN  | C | ●●●  | JMy | UU  | DK,4TH         |
| All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.   |     |   |      |     |     |                |
| <b>Syvelinite Priest</b>   | SC  | U | ●●   | RSp | U1  | FE             |
| UU, T. Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1  |     |   |      |     |     |                |

| Name   | Kind | CR | Rating | Artist | Cost | Sets Found  |
|--|------|----|--------|--------|------|-------------|
| <b>Tangle Kelp</b>   | EC   | U  | ●●     | RAI    | U    | DK          |
| Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.                          |      |    |        |        |      |             |
| <b>Telakinesis</b>   | INS  | R  | ●●     | DGe    | UU   | LG          |
| Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases. |      |    |        |        |      |             |
| <b>Telopori</b>  | INS  | R  | ●●●    | DSh    | UUU  | LG, CH      |
| Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.                                       |      |    |        |        |      |             |
| <b>Thougthlode</b>   | INT  | R  | ●●●    | MPo    | U    | A,B,U,R,4TH |
| Change the color of a card being played or already in play to blue.  |      |    |        |        |      |             |

## Yavimaya Ants

**and Reinforcements:** Just what green needed, a psuedo Bolt Lightning—and like a certain TV rabbit, it can keep going and going. After a while, your Ant pals might get killed off or you won't be able to upkeep them. No worry.. Reinforcements to the rescue! Put the Ants back on top of your library (along with up to two other creatures). If they were fun to use once, they'll be a real hoot the second or third time around.

|   |     |   |      |       |     |             |
|---|-----|---|------|-------|-----|-------------|
| <b>Thunder Wall</b>   | SC  | U | ●●●  | RTh   | UU1 | IA          |
| Flying. U: +1/+1 until end of turn. 0/2.  |     |   |      |       |     |             |
| <b>Tidal Flats</b>  | EN  | C | ●●   | Multi | U   | FE          |
| UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from tapping first strike to that creature's blocker. Artists: RAI (two versions), SEv.  |     |   |      |       |     |             |
| <b>Tidal Influence</b>  | EN  | U | ●●   | TWa   | U2  | FE          |
| Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get +2/+0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.   |     |   |      |       |     |             |
| <b>Time Elemental</b>   | SC  | R | ●●●  | AWe   | U2  | LG,4TH      |
| Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.   |     |   |      |       |     |             |
| <b>Time Twister</b>   | SOR | R | ●●●● | MTe   | U2  | A,B,U       |
| Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.   |     |   |      |       |     |             |
| <b>Time Walk</b>  | SOR | R | ●●●● | AWe   | U1  | A,B,U       |
| Take an extra turn immediately after the end of the one in which you cast Time Walk.  |     |   |      |       |     |             |
| <b>Transmute Artifact</b>   | SOR | U | ●●●  | AMa   | UU  | AQ          |
| Choose an artifact from your library and immediately place it in play, also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact. |     |   |      |       |     |             |
| <b>Twiddle</b>  | INS | C | ●●●● | RAI   | U   | A,B,U,4TH   |
| Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.   |     |   |      |       |     |             |
| <b>Underrow</b>   | EN  | U | ●●   | RAF   | U2  | LG          |
| Creatures with islandwalk may be blocked.   |     |   |      |       |     |             |
| <b>Unstable Mutation</b>  | EC  | C | ●●●● | DSh   | U   | AN,R,4TH    |
| Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.   |     |   |      |       |     |             |
| <b>Unsummon</b>   | INS | C | ●●●  | DSh   | U   | A,B,U,R,4TH |
| Return target creature to the hand of its owner. Discard enchantments on creature.  |     |   |      |       |     |             |
| <b>Updraft</b>  | INS | U | ●●   | LWl   | U1  | IA          |
| Give target creature flying until end of turn. Draw a card at the beginning of the next turn.   |     |   |      |       |     |             |
| <b>Venarian Golem</b>   | EC  | C | ●●●  | DGe   | UU  | LG          |
| Put X counters on target creature and put 1. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.  |     |   |      |       |     |             |
| <b>Vesuvan Doppelganger</b>   | SC  | R | ●●●● | QHo   | UU3 | A,B,U,R     |
| Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*  |     |   |      |       |     |             |
| <b>Vodalian Knights</b>   | SC  | R | ●●●● | SVC   | UU1 | FE          |
| First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands. 2/2.   |     |   |      |       |     |             |



| Name  | Kind | CR | Rating | Artist | Cost | Sets Found | Name  | Kind | CR | Rating | Artist | Cost   | Sets Found  | Name  | Kind | CR  | Rating | Artist | Cost  | Sets Found |
|---|------|----|--------|--------|------|------------|---|------|----|--------|--------|--------|---|---|------|-----|--------|--------|-------|------------|
| Description   |      |    |        |        |      |            | Description   |      |    |        |        |        |   | Description   |      |     |        |        |       |            |
| <b>Vodalian Mage</b><br>U, T: Counter a target spell unless coster pays an additional 1. QHo, SVC, MPo 1/1.   | SC   | C  | ••     | Mu     | U2   | FE         | <b>Arcades Sabbath</b><br>Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.   | SL   | R  | •••    | EB     | UUGWW2 | LG, CH  | <b>Giant Trap Door Spider</b><br>GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.   | SC   | U   | •••    | HHu    | GR1   | IA         |
| <b>Vodalian Soldiers</b><br>Artists: MBe, RKF, JMe, SVC. 1/2.   | SC   | C  | •      | Mu     | U1   | FE         | <b>Axelrod Gunnarson</b><br>Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.  | SL   | R  | •••    | SG     | BBRR4  | LG, CH  | <b>Glaciers</b><br>All mountains become plains.   | EN   | R   | ••••   | MTe    | UW2   | IA         |
| <b>Vodalian War Machine</b><br>Top Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4. | SC   | R  | •••    | AW     | UU1  | FE         | <b>Ayesha Tanaka</b><br>T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.  | SL   | R  | •••    | BW     | UUWW   | LG, CH  | <b>Gosto Dirk</b><br>First strike. Creatures with islandwalk may be blocked as normal while Gosto Dirk is in play. 4/4.   | SL   | R   | •••    | RTh    | UUWW3 | LG         |
| <b>Volcanic Eruption</b><br>Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.   | SOR  | R  | •••    | DS     | UUUX | AB,UR,4TH  | <b>Barktooth Warbeard</b><br>6/5.   | SL   | U  | ••     | AR     | BRR4   | LG  | <b>Gwendlyn Di Cori</b><br>T: Target player randomly discards a card in hand (play only during your turn). 3/5.   | SL   | R   | ••••   | JBo    | BBUR  | LG         |
| <b>Wall of Air</b><br>Flying. 1/5.  | SC   | U  | •••    | RTh    | UU1  | AB,UR,4TH  | <b>Baril Runeaxe</b><br>Cannot be target of enchant creature spells. Does not tap to attack. 6/5.   | SL   | R  | •••    | AR     | BGR3   | LG  | <b>Halfdane</b><br>Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.   | SL   | R   | ••••   | MBe    | BUW1  | LG         |
| <b>Wall of Kelp</b><br>UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.  | SC   | R  | •••    | AR     | UU   | HL         | <b>Boris Devilboon</b><br>BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.   | SC   | R  | •••    | Mly    | BR3    | LG  | <b>Hazezon Tamar</b><br>On your first upkeep after Hazezon Tamar is put in play, put "Sand Warrior" tokens in play, where " " is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4. | SL   | R   | •••    | RKF    | GRW4  | LG         |
| <b>Wall of Vapor</b><br>Cannot be damaged by creatures it blocks. 0/1.  | SC   | C  | •••    | RTh    | U3   | LG, CH     | <b>Centaur Archer</b><br>T: Deal 1 damage to target flying creature. 3/2.   | SC   | U  | •••    | MBe    | GR1    | IA  | <b>Hunding Gjormersen</b><br>Rampage: 1.5/4.  | SL   | U   | ••     | RTh    | UUW3  | LG         |
| <b>Wall of Water</b><br>U: +1/+0. 0/5.  | SC   | U  | ••     | RTh    | UU1  | AB,UR,4TH  | <b>Chromatic Armor</b><br>Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X. Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor. | EC   | R  | ••••   | MPo    | UW1    | IA  | <b>Hymn of Rebirth</b><br>Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.  | SOR  | U   | ••••   | RKF    | GW3   | IA         |
| <b>Wall of Wonder</b><br>UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.   | SC   | U  | ••     | RTh    | UU2  | LG, CH     |   |      |    |        |        |        | <b>Jacques le Vart</b><br>Make all your green creatures +0/+2. 3/2. | SL  | R    | ••• | AR     | GRW1   | LG    |            |
| <b>Water Elemental</b><br>5/4.  | SC   | U  | ••     | JMe    | UU3  | AB,UR,4TH  |   |      |    |        |        |        |   |   |      |     |        |        |       |            |
| <b>Water Wurm</b><br>Water Wurm gains +0/+1 if opponent controls an island. 1/1.  | SC   | C  | ••     | RS     | U    | DK         |   |      |    |        |        |        |   |   |      |     |        |        |       |            |



VISERID DRONE



MYSTIC COMPASS



KJELDORAN OUTPOST

**Viserid Drone, Mystic Compass and Kjeldoran Outpost:** Finally, a Homarid we can love—and best of all, you don't have to put those stupid tide counters on it. To use the Drone, though, you need to sacrifice a swamp and a creature, which is tough if you're not playing black or have no other creatures. The Mystic Compass will solve your swamp dilemma and the Outpost will solve your creature problem. Suddenly life is good.

|  |     |   |      |     |     |         |  |     |   |      |     |        |  |   |    |     |      |     |        |        |
|--|-----|---|------|-----|-----|---------|--|-----|---|------|-----|--------|--|---|----|-----|------|-----|--------|--------|
| <b>Wind Spirit</b><br>Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.   | SC  | U | •••• | KFo | U4  | IA      | <b>Chromium</b><br>Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.  | SL  | R | •••  | EB  | BBUWW2 | LG, CH   | <b>Jasmine Boreal</b><br>4/5.   | SL | U   | ••   | RKF | GW3    | LG, CH |
| <b>Winter's Chill</b><br>Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat. | INS | R | •••  | EB  | UX  | IA      | <b>Dakkan Blackblade</b><br>* equals the number of lands you control. */*.   | SL  | R | •••• | RKF | BUW2   | LG, CH   | <b>Jedi Oganen</b><br>5/5.  | SL | U   | •    | MPo | UWW4   | LG, CH |
| <b>Word of Undoing</b><br>Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.   | INS | C | •••• | CR  | U   | IA      | <b>Dark Heart of the Wood</b><br>Sacrifice a forest to gain 3 life.  | EN  | C | •••• | CR  | BG     | DK   | <b>Jurard of the Closed Fist</b><br>6/5.  | SL | U   | ••   | AR  | GGR3   | LG, CH |
| <b>Wrath of Marit Lage</b><br>Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.  | EN  | R | •••• | MR  | UU3 | IA      | <b>Diabolic Vision</b><br>Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.                       | SOR | U | •••• | AW  | BU     | IA   | <b>Johan</b><br>If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.                | SL | R   | •••• | MTe | GRW3   | LG, CH |
| <b>Zephyr Falcon</b><br>Flying. Does not tap to attack. 1/1.   | SC  | C | ••   | Hfu | U1  | LG, 4TH | <b>Earthlink</b><br>Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.        | EN  | R | •    | RKF | BGR3   | IA   | <b>Kasiriv the Lone Wolf</b><br>5/3.  | SL | U   | •    | RKF | UW4    | LG, CH |
| <b>Zuran Enchanter</b><br>B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.  | SC  | C | •••  | DS  | U1  | IA      | <b>Elemental Augury</b><br>3 Look at the top three cards of any player's library and put them back in any order.   | EN  | R | •••• | AW  | BUR    | IA   | <b>Kei Takahashi</b><br>T: Prevent up to 2 damage to target creature. 2/2.  | SL | R   | ••   | SG  | GW2    | LG, CH |
| <b>Zuran Spellcaster</b><br>T: Do 1 damage to any target. 1/1.   | SC  | C | •••  | EB  | U2  | IA      | <b>Essence Vortex</b><br>Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.                       | INS | U | •••  | MOK | BU1    | IA   | <b>Kjeldoran Frostbeast</b><br>Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4. | SC | U   | •••• | MPo | GW3    | IA     |
| <b>Zur's Weirding</b><br>All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.  | EN  | R | •••• | LD  | U3  | IA      | <b>Fiery Justice</b><br>Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.  | SOR | R | •••  | MBe | GRW    | IA   | <b>Lady Colera</b><br>T: Do 3 damage to target attacking or blocking creature. 3/6.   | SL | R   | •••• | BW  | GGWW3  | LG, CH |
|  |     |   |      |     |     |         | <b>Fire Covenant</b><br>Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice. | INS | U | •••  | DF  | BR1    | IA   | <b>Lady Evangeline</b><br>BW, T: Target creature deals no damage this turn during combat. 1/2.                              | SL | R   | •••  | SG  | GW2    | LG, CH |
|  |     |   |      |     |     |         | <b>Flooded Woodlands</b><br>No green creature can attack unless its controller sacrifices a land when that creature attacks.   | EN  | R | •••  | KFo | BU2    | IA   | <b>Lady of the Mountain</b><br>5/5.   | SL | U   | ••   | RKF | GR4    | LG, CH |
|  |     |   |      |     |     |         | <b>Fumeroles</b><br>Sacrifice 3 life to destroy a land and a creature.   | SOR | U | •••• | DT  | BR3    | IA   | <b>Lady Orca</b><br>7/4.  | SL | U   | ••   | SE  | BR5    | LG, CH |
|  |     |   |      |     |     |         | <b>Gabriel Angelline</b><br>During upkeep, Angelline gains either flying, first strike, trample, or rampage. 3 until your next upkeep. 4/4.                                  | SL  | R | ••   | DGe | GGWW3  | LG, CH   | <b>Livonys Salano</b><br>First strike, legendary landwalk. 4/4.   | SL | R   | •••  | RKF | GGR2   | LG, CH |
|  |     |   |      |     |     |         | <b>Ghastly Flame</b><br>Block and red permanents and spells are considered colorless sources of damage.  | EN  | R | •••  | RGo | BR     | IA   | <b>Lord Magnus</b><br>First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.                            | SL | U   | ••   | MPo | GGR3   | LG, CH |
| <b>Adun Oakenshield</b><br>GRB, T: Take a creature from your graveyard into your hand. 1/2.  | SL  | R | •••• | JMe | BGR | LG      |  |     |   |      |     |        | <b>Marwhut Elsdragon</b><br>Rampage: 1. 4/6.   | SL  | U  | ••  | MPo  | BR3 | LG, CH |        |
| <b>Altar of Bone</b><br>Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.   | SOR | R | •••• | MBe | GW  | IA      |  |     |   |      |     |        | <b>Marsh Goblins</b><br>Swampwalk. 1/1.  | SL  | C  | ••  | QHo  | BR  | DK     |        |
| <b>Angus Mackenzie</b><br>UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.  | SL  | R | •••  | BW  | UGW | LG      |  |     |   |      |     |        | <b>Merike Ri Benit</b><br>Merike does not untap during its controller's untap phase. T: Gain control of target creature. If Merike Ri Benit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1. | SL  | R  | ••• | Hfu  | BUW | IA     |        |

•/• Restricted/Banned  
AC Artifact Creature  
ART Artifact  
CR Current Rarity  
EU Cumulative Upkeep  
EA Enchant Artifact  
EC Enchant Creature  
EE Enchant Enchantment  
EL Enchant Land  
EN Enchantment  
EW Enchant World  
INS Instant  
INT Interrupt  
LAN Land  
SC Summon Creature  
SOR Sorcery



## players guide

| Name  | Kind | CR | Rating | Artist | Cost    | Sets Found |
|---|------|----|--------|--------|---------|------------|
| Description   |      |    |        |        |         |            |
| <b>Monsoon</b>  | EN   | R  | ****   | Nth    | GR2     | IA         |
| If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.  |      |    |        |        |         |            |
| <b>Mountain Titan</b>   | SC   | R  | ***    | MBe    | BR2     | IA         |
| RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.   |      |    |        |        |         |            |
| <b>Nebuchadnezzar</b>   | SL   | R  | *****  | RKF    | BU3     | LG, CH     |
| Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.   |      |    |        |        |         |            |
| <b>Nicol Bolas</b>  | SL   | R  | ***    | EBe    | BBUUR2  | LG, CH     |
| Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.  |      |    |        |        |         |            |
| <b>Palladio-Mors</b>  | SL   | R  | ***    | EBe    | GGRRWW2 | LG, CH     |
| Flying. Trample. Pay WGR during upkeep or bury Palladio-Mors. 7/7.  |      |    |        |        |         |            |
| <b>Pavel Maliki</b>   | SL   | U  | •      | ARU    | BR4     | LG         |
| BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.   |      |    |        |        |         |            |
| <b>Princess Lucrazia</b>  | SL   | U  | •      | SEv    | BUU3    | LG         |
| T: Add U to your mana pool (play as an interrupt). 5/4.   |      |    |        |        |         |            |
| <b>Ragnar</b>   | SL   | R  | ***    | MBe    | BGW     | LG         |
| UGW, T: Regenerate target creature. 2/2.  |      |    |        |        |         |            |
| <b>Ramirez DePietro</b>   | SL   | U  | ***    | PfO    | BBU3    | LG         |
| First strike. 4/3.  |      |    |        |        |         |            |
| <b>Ramsey Overdark</b>  | SL   | R  | ***    | RKF    | BBU2    | LG         |
| T: Destroy a target creature with an enchantment on it. 4/3.  |      |    |        |        |         |            |
| <b>Rasputin Dreamweaver</b>   | SL   | R  | ****   | ARU    | UW4     | LG, CH     |
| Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1. |      |    |        |        |         |            |
| <b>Redemption</b>   | EN   | R  | ***    | DWt    | GW2     | IA         |
| No block creature can attack unless its controller sacrifices land when that creature attacks.  |      |    |        |        |         |            |
| <b>Riven Turnbull</b>   | SL   | U  | •      | RKF    | BUS     | LG         |
| T: Add B to your mana pool (play as an interrupt). 5/7.   |      |    |        |        |         |            |
| <b>Rohgathi of Kher Keep</b>  | SL   | R  | •      | EBe    | BBR2    | LG         |
| All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgathi and all Kobolds are tapped and enter opponent's control. 5/5.   |      |    |        |        |         |            |
| <b>Rubinia Soulsinger</b>   | SL   | R  | *****  | RAI    | UGW2    | LG         |
| T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3  |      |    |        |        |         |            |
| <b>Scarwood Goblins</b>   | SC   | C  | •      | RSp    | GR      | DK         |
| 2/2.  |      |    |        |        |         |            |
| <b>Sir Shandalar of Ebryn</b>   | SL   | U  | •      | ARU    | GW4     | LG         |
| 4/7.  |      |    |        |        |         |            |
| <b>Siviri Scaram</b>  | SL   | U  | •      | Nth    | BUS     | LG, CH     |
| 6/4.  |      |    |        |        |         |            |
| <b>Skeleton Ship</b>  | SL   | R  | ***    | Mult   | BU3     | IA         |
| Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe B TW6  |      |    |        |        |         |            |
| <b>Sak'kanor the Swamp King</b>   | SL   | R  | ***    | RKF    | BUR2    | LG, CH     |
| Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.  |      |    |        |        |         |            |
| <b>Spectral Shield</b>  | EC   | U  | ***    | MOK    | UW1     | IA         |
| Target creature gains +0/+2 and it cannot be the target of further spells.  |      |    |        |        |         |            |
| <b>Stang</b>  | SL   | R  | ***    | MPo    | GR4     | LG, CH     |
| Put Stang Twin token in play when casting Stang. Stang Twin token is a 3/4 green and red legend. Remove Stang Twin token from game if Stang leaves play. 3/4.   |      |    |        |        |         |            |
| <b>Stormbird</b>  | EN   | R  | •      | Mult   | GR1     | IA         |
| 2. Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMo   |      |    |        |        |         |            |
| <b>Storm Spirit</b>   | SL   | R  | ***    | PVe    | UGW3    | IA         |
| Flying. T: Do 2 damage to target creature. 3/3  |      |    |        |        |         |            |
| <b>Sunastian Falconer</b>   | SL   | U  | •      | CRU    | GR3     | LG         |
| T: Add 2 to your mana pool. 4/4.  |      |    |        |        |         |            |
| <b>Tetsuo Umezawa</b>   | SL   | R  | *****  | JBa    | BUR     | LG         |
| BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.   |      |    |        |        |         |            |
| <b>Tobias Andron</b>  | SL   | U  | •      | ARU    | UW3     | LG, CH     |
| 4/4.  |      |    |        |        |         |            |
| <b>Ter Wauki</b>  | SL   | U  | •      | RAF    | BBR2    | LG, CH     |
| T: Do 2 damage to attacking or blocking creature. 3/3   |      |    |        |        |         |            |
| <b>Tersten Van Ursus</b>  | SL   | U  | •      | MPo    | GGW3    | LG         |
| 5/5.  |      |    |        |        |         |            |
| <b>Tukinr Deathlock</b>   | SL   | R  | ***    | Lba    | GGRR    | LG         |
| Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2  |      |    |        |        |         |            |

| Name   | Kind | CR | Rating | Artist | Cost    | Sets Found |
|--|------|----|--------|--------|---------|------------|
| Description  |      |    |        |        |         |            |
| <b>Ur-Drago</b>  | SL   | R  | ***    | CRU    | BBU3    | LG         |
| First strike. Creatures with swampwalk may be blocked. 4/4.  |      |    |        |        |         |            |
| <b>Vaeovictis Asmadi</b>   | SL   | R  | ***    | ARU    | BBRRGG2 | LG, CH     |
| Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeovictis Asmadi. 7/7. |      |    |        |        |         |            |
| <b>Wings of Aesthir</b>  | EC   | U  | *****  | EBe    | UW      | IA         |
| Give target creature flying, first strike, and +1/+0.  |      |    |        |        |         |            |
| <b>Xiro Arien</b>  | SL   | R  | ***    | MBe    | BRG     | LG, CH     |
| Flying. GRB, T: Make target player draw a card. 1/2.   |      |    |        |        |         |            |

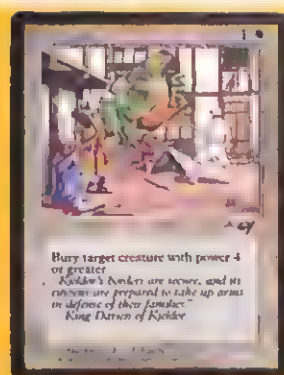
## GREEN

| Name  | Kind | CR | Rating | Artist | Cost | Sets Found  |
|---|------|----|--------|--------|------|-------------|
| Description   |      |    |        |        |      |             |
| <b>Aiding Leprechaun</b>  | SC   | C  | •      | QHo    | G    | LG          |
| All creatures blocking or blocked by Leprechaun become green. 1/1.  |      |    |        |        |      |             |
| <b>An-Havva Constable</b>   | SC   | U  | •      | Dfr    | GG1  | HL          |
| Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+.  |      |    |        |        |      |             |
| <b>An-Havva Inn</b>   | SOR  | U  | •      | B5n    | GG1  |             |
| Gain 1+X life where X is the number of green creatures in play.   |      |    |        |        |      |             |
| <b>Arboria</b>  | EW   | U  | •      | DGe    | GG2  | LG          |
| If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn. |      |    |        |        |      |             |
| <b>Argothian Pixies</b>   | SC   | C  | •      | AWe    | G1   | AQ, CH      |
| Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.                          |      |    |        |        |      |             |
| <b>Argothian Treefolk</b>   | SC   | C  | •      | AWe    | GG3  | AQ          |
| Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.  |      |    |        |        |      |             |
| <b>Aspect of Wolf</b>   | EC   | R  | ***    | JMe    | G1   | A,B,U,R,4TH |
| Increase target creature's power and toughness by half the number of forests caster has in play.  |      |    |        |        |      |             |
| <b>Aurochs</b>  | SC   | C  | •      | KMa    | G3   | IA          |
| Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.   |      |    |        |        |      |             |
| <b>Autumn Willow</b>  | SC   | R  | *****  | MOK    | GG4  | HL          |
| Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4             |      |    |        |        |      |             |
| <b>Avoid Fate</b>   | INT  | C  | •      | PfO    | G    | LG          |
| Counter target interrupt or enchantment targeting a permanent you control.  |      |    |        |        |      |             |
| <b>Baldurion Bears</b>  | SC   | C  | •      | QHo    | G1   | IA          |
| 2/2.  |      |    |        |        |      |             |
| <b>Barbary Apes</b>   | SC   | C  | •      | BWo    | G1   | LG          |
| 2/2.  |      |    |        |        |      |             |
| <b>Berserk</b>  | INS  | U  | *****  | Dfr    | G    | A,B,U       |
| Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.             |      |    |        |        |      |             |
| <b>Birds of Paradise</b>  | SC   | R  | *****  | MPo    | G    | A,B,U,R,4TH |
| Flying. T: Add one mana of any color to your mana pool. 0/1.  |      |    |        |        |      |             |
| <b>Blizzard</b>   | EN   | R  | •      | AMa    | GG   | IA          |
| CU 2: You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.                                       |      |    |        |        |      |             |
| <b>Brown Ouphe</b>  | SC   | C  | •      | DGe    | G    | IA          |
| G1, T: Counter an artifact ability that requires an activation cost. 1/1  |      |    |        |        |      |             |
| <b>Camouflage</b>   | INS  | U  | •      | JMy    | G    | A,B,U       |
| Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.                     |      |    |        |        |      |             |
| <b>Carapace</b>   | EC   | C  | •      | AMa    | G    | HL          |
| Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)   |      |    |        |        |      |             |
| <b>Carnivorous Plant</b>  | SC   | C  | •      | QHo    | G3   | DK,4TH      |
| Counts as a wall. 4/5   |      |    |        |        |      |             |
| <b>Cat Warriors</b>   | SC   | C  | •      | MBe    | GG1  | LG, CH      |
| Forestwalk. 2/2.  |      |    |        |        |      |             |
| <b>Chub Toad</b>  | SC   | C  | •      | DGe    | G2   | IA          |
| Gains +2/+2 until end of turn when blocked or blocking. 1/1   |      |    |        |        |      |             |

| Name  | Kind | CR | Rating | Artist | Cost  | Sets Found  |
|---|------|----|--------|--------|-------|-------------|
| Description   |      |    |        |        |       |             |
| <b>Channel</b>  | SOR  | U  | •      | RTH    | GG    | A,B,U,R,4TH |
| Add 1 colorless mana to your pool for each life point you sacrifice.  |      |    |        |        |       |             |
| <b>Chanul Druid</b>   | SC   | U  | •      | JMe    | G1    | AQ          |
| Add a +1/+1 counter whenever opponent casts an artifact. 1/1  |      |    |        |        |       |             |
| <b>Cockatrice</b>   | SC   | R  | *****  | Dfr    | GG3   | A,B,U,R,4TH |
| Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.  |      |    |        |        |       |             |
| <b>Cocoon</b>   | EC   | U  | •      | MTe    | G     | LG, CH      |
| Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed. |      |    |        |        |       |             |
| <b>Concordant Crossroads</b>  | EW   | R  | *****  | AWe    | G     | LG, CH      |
| Creatures may attack or tap during the turn they are brought into play.   |      |    |        |        |       |             |
| <b>Crow Giant</b>   | SC   | U  | •      | CRU    | GGGG3 | LG, CH      |
| Trample. Rampage: 2. 6/4.   |      |    |        |        |       |             |
| <b>Crow Wurm</b>  | SC   | C  | •      | DGe    | GG4   | A,B,U,R,4TH |
| 6/4.  |      |    |        |        |       |             |
| <b>Crumble</b>  | INS  | C  | •      | JMy    | G     | AQ,R,4TH    |
| Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.  |      |    |        |        |       |             |
| <b>Cyclone</b>  | EN   | R  | •      | MTe    | GG2   | AN,CH       |
| Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.  |      |    |        |        |       |             |
| <b>Daughter of Autumn</b>   | SC   | R  | •      | MOK    | GG2   | HL          |
| W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.  |      |    |        |        |       |             |
| <b>Deadfall</b>   | EN   | U  | •      | Nth    | G2    | LG          |
| Creatures with forestwalk may be blocked.   |      |    |        |        |       |             |
| <b>Desert Twister</b>   | SOR  | U  | •      | SVC    | GG4   | AN,R,4TH    |
| Destroy any permanent in play.  |      |    |        |        |       |             |
| <b>Dire Wolves</b>  | SC   | C  | •      | RSp    | G2    | IA          |
| Gains banding if you control any plains. 2/2.   |      |    |        |        |       |             |
| <b>Drop of Honey</b>  | EN   | R  | •      | AMa    | G     | AN          |
| Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.  |      |    |        |        |       |             |
| <b>Darkwood Boars</b>   | SC   | C  | •      | MKi    | G4    | LG,4TH      |
| 4/4.  |      |    |        |        |       |             |
| <b>Earthlore</b>  | EL   | C  | •      | DTu    | G     | IA          |
| 0: Tap target land to give target blocking creature +1/+2 until end of turn.  |      |    |        |        |       |             |
| <b>Elder Druid</b>  | SC   | R  | •      | RKF    | G3    | IA          |
| G3, T: Tap or untap one creature, land, or artifact. 2/2.   |      |    |        |        |       |             |
| <b>Elven Fortress</b>   | EN   | C  | •      | Mult   | G     | FE          |
| G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TW6.   |      |    |        |        |       |             |
| <b>Elven Riders</b>   | SC   | U  | •      | MBe    | GG3   | LG,4TH      |
| Cannot be blocked except by walls and flying creatures. 3/3.  |      |    |        |        |       |             |
| <b>Elves of Deep Shadow</b>   | SC   | U  | •      | JMy    | G     | DK          |
| T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.   |      |    |        |        |       |             |
| <b>Elvish Archers</b>   | SC   | R  | •      | AMa    | G1    | A,B,U,R,4TH |
| First strike. Misprint: Alpha version listed power and toughness as 1/2 2/1   |      |    |        |        |       |             |
| <b>Elvish Farmer</b>  | SC   | R  | •      | RKF    | G1    | FE          |
| Put a spare counter on Elvish Farmer during your upkeep. Remove 3 spare counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.   |      |    |        |        |       |             |
| <b>Elvish Hunter</b>  | SC   | C  | •      | Mult   | G1    | FE          |
| G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC 1/1  |      |    |        |        |       |             |
| <b>Elvish Scout</b>   | SC   | C  | •      | Mult   | G     | FE          |
| G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRU, PVe. 1/1.  |      |    |        |        |       |             |



FEVERED STRENGTH



REPRISAL

**Fevered Strength and Reprisal:** Reprisal is a lot like Swords to Plowshares, only it won't kill off weenies. Does your opponent have an irritating creature you want to send packing? Up the pest's power by using Fevered Strength, then use Reprisal to bury it. One less creature for you to worry about and you get to draw a card. Best of all, your foe doesn't get the life-bump that Swords to Plowshares gives.



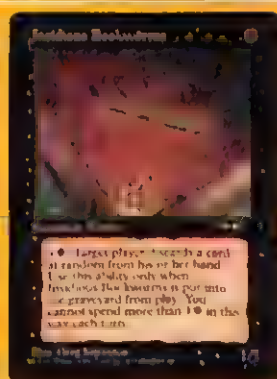
| Name  | Kind | CR | Rating | Artist | Cost  | Sets Found  |
|---|------|----|--------|--------|-------|-------------|
| Description   |      |    |        |        |       |             |
| <b>Emerald Dragonfly</b>  | SC   | C  | •      | QHo    | G1    | LG, CH      |
| Flying. GG: First strike until end of turn. 1/1.  |      |    |        |        |       |             |
| <b>Erhnam Djinn</b>   | SC   | U  | •••••  | KMe    | G3    | AN, CH      |
| Give forestwalk to an opponent's creature until next upkeep. 4/5  |      |    |        |        |       |             |
| <b>Essence Filter</b>   | SOR  | C  | •••••  | REm    | GG1   | IA          |
| Destroy all enchantments or destroy all enchantments that are not white.  |      |    |        |        |       |             |
| <b>Eureka</b>   | SOR  | R  | •••••  | KFo    | GG2   | LG          |
| Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0. |      |    |        |        |       |             |
| <b>Faerie Noble</b>   | SC   | R  | •••    | SVC    | G2    | HL          |
| Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 until the end of turn. 2/2.   |      |    |        |        |       |             |
| <b>Fanatical Fever</b>  | INS  | U  | •••    | JBo    | GG2   | IA          |
| Give a creature +3/+0 and trample until end of turn.  |      |    |        |        |       |             |
| <b>Farsbond</b>   | EN   | R  | •••    | MPo    | G     | A,B,U,R     |
| Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.  |      |    |        |        |       |             |
| <b>Feral Thallid</b>  | SC   | U  | •••    | RAI    | GGG3  | FE          |
| Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.  |      |    |        |        |       |             |
| <b>Fire Sprites</b>   | SC   | C  | •••    | JBo    | G1    | LG          |
| Flying. G: T: Add R to your mana pool (play as an interrupt). 1/1.  |      |    |        |        |       |             |
| <b>Floral Spuzzum</b>   | SC   | U  | •••    | RAI    | G3    | LG          |
| If Floral Spuzzum attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.   |      |    |        |        |       |             |
| <b>Fog</b>  | INS  | C  | •••    | JMy    | G     | A,B,U,R,4TH |
| Creatures do not damage one another in combat.  |      |    |        |        |       |             |
| <b>Folk of An-Havva</b>   | SC   | C  | •••    | JBo    | G     | HL          |
| If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1 (Two versions)  |      |    |        |        |       |             |
| <b>Folk of the Pines</b>  | SC   | C  | •••••  | MuH    | G4    | IA          |
| G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBo  |      |    |        |        |       |             |
| <b>Forbidden Lore</b>   | EL   | R  | •••    | CRu    | G2    | IA          |
| 0: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.  |      |    |        |        |       |             |
| <b>Force of Nature</b>  | SC   | R  | •••••  | DSh    | GGGG2 | A,B,U,R,4TH |
| Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8  |      |    |        |        |       |             |
| <b>Forgotten Lore</b>   | SOR  | U  | •••••  | HMc    | G     | IA          |
| Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.  |      |    |        |        |       |             |
| <b>Foxfire</b>  | INS  | C  | ••     | MDK    | G2    | IA          |
| Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.   |      |    |        |        |       |             |
| <b>Freyalise's Charm</b>  | EN   | U  | •••    | MDK    | GG    | IA          |
| GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.  |      |    |        |        |       |             |
| <b>Freyalise's Suppliants</b>   | SC   | U  | ••     | MuH    | G1    | IA          |
| 1: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1  |      |    |        |        |       |             |
| <b>Freyalise's Winds</b>  | EN   | R  | •••    | MTe    | GG2   | IA          |
| Put a wind counter on any permanent in play. If a creature is tapped, Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.  |      |    |        |        |       |             |
| <b>Fungal Bloom</b>   | EN   | R  | •••••  | DGe    | GG    | FE          |
| GG: Put a spore counter on target Fungus.   |      |    |        |        |       |             |
| <b>Fungusaur</b>  | SC   | R  | •••    | DGe    | G3    | A,B,U,R,4TH |
| Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2  |      |    |        |        |       |             |
| <b>Fyndhorn Brownie</b>   | SC   | C  | •••    | RTH    | G2    | IA          |
| G2: T: Untap a creature. 1/1  |      |    |        |        |       |             |
| <b>Fyndhorn Elder</b>   | SC   | U  | •••••  | CRu    | G2    | IA          |
| T: Add GG to your mana pool. 1/1.   |      |    |        |        |       |             |
| <b>Fyndhorn Elves</b>   | SC   | C  | •••••  | JHa    | G     | IA          |
| T: Add G to your mana pool. 1/1.  |      |    |        |        |       |             |
| <b>Fyndhorn Pallen</b>  | EN   | R  | •••    | PFO    | G2    | IA          |
| 0: T: All creatures get -1/-0 G1 All creatures get -1/-1 until end of turn.   |      |    |        |        |       |             |
| <b>Gaea's Avenger</b>   | SC   | R  | •••    | PVe    | GG1   | AQ          |
| *-number of artifacts opponent has in play. +1/+1   |      |    |        |        |       |             |
| <b>Gaea's Liege</b>   | SC   | R  | •••••  | DWi    | GGG3  | A,B,U,R,4TH |
| 1: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play, when attacking, power and toughness equal number of forests defending opponent has in play. */*    |      |    |        |        |       |             |
| <b>Gaea's Touch</b>   | EN   | C  | •••    | MPo    | GG    | DK          |
| You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).  |      |    |        |        |       |             |
| <b>Ghazban Ogre</b>   | SC   | C  | •••    | JMy    | G     | AN, CH      |
| During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2  |      |    |        |        |       |             |
| <b>Giant Badger</b>   | SC   | R  | •••    | Lda    | GG1   | PR          |
| Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2   |      |    |        |        |       |             |

| Name  | Kind | CR | Rating | Artist | Cost  | Sets Found     |
|---|------|----|--------|--------|-------|----------------|
| Description   |      |    |        |        |       |                |
| <b>Giant Growth</b>   | INS  | C  | •••••  | Sev    | G     | A,B,U,R,4TH,IA |
| Target creature gets +3/+3 until end of turn.   |      |    |        |        |       |                |
| <b>Giant Spider</b>   | SC   | C  | •••••  | Sev    | G3    | A,B,U,R,4TH    |
| Does not fly, but can block flying creatures. 2/4.  |      |    |        |        |       |                |
| <b>Giant Turtle</b>   | SC   | C  | •••    | JMe    | GG1   | LG             |
| Giant Turtle may not attack if it did so during your last turn. 2/4.  |      |    |        |        |       |                |
| <b>Glyph of Reincarnation</b>   | INS  | C  | •••    | SVC    | G     | LG             |
| Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat. |      |    |        |        |       |                |
| <b>Gorilla Pack</b>   | SC   | C  | ••     | AWa    | G2    | IA             |
| Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.  |      |    |        |        |       |                |
| <b>Grizzly Bears</b>  | SC   | C  | •••    | JMe    | G1    | A,B,U,R,4TH    |
| 2/2.  |      |    |        |        |       |                |
| <b>Hidden Path</b>  | EN   | R  | •••••  | RAI    | GGGG2 | DK             |
| All green creatures gain forestwalk.  |      |    |        |        |       |                |
| <b>Hornet Cobra</b>   | SC   | C  | ••     | Sev    | GG1   | LG             |
| First strike. 2/1.  |      |    |        |        |       |                |
| <b>Hot Springs</b>  | EL   | R  | •••    | Nle    | G1    | IA             |
| 0: Top land Hot Springs enchants to prevent 1 damage to any target.   |      |    |        |        |       |                |
| <b>Hungry Mist</b>  | SC   | C  | •••••  | HMu    | GG2   | HL             |
| 6/2: During your upkeep, pay GG or bury Hungry Mist. (Two versions)   |      |    |        |        |       |                |
| <b>Hurricane</b>  | SOR  | U  | •••••  | DWi    | GX    | A,B,U,R,4TH,IA |
| Do X damage to all players and flying creatures.  |      |    |        |        |       |                |
| <b>Ice Storm</b>  | SOR  | U  | •••    | Dfr    | G2    | A,B,U          |
| Destroy any one land.   |      |    |        |        |       |                |
| <b>Ichneumon Druid</b>  | SC   | U  | ••     | MBa    | GG1   | LG             |
| Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.  |      |    |        |        |       |                |
| <b>Ifh-Biff Eftreet</b>   | SC   | R  | •••    | JMy    | GG2   | AN             |
| Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.  |      |    |        |        |       |                |
| <b>Instill Energy</b>   | EC   | U  | •••••  | DWi    | G     | A,B,U,R,4TH    |
| Untap target creature one extra time per turn; target may attack when it comes into play.   |      |    |        |        |       |                |
| <b>Ironroot Treefolk</b>  | SC   | C  | •••    | JMy    | G4    | A,B,U,R,4TH    |
| 3/5   |      |    |        |        |       |                |
| <b>Jahutl Wurm</b>  | SC   | U  | •••    | DGe    | G5    | IA             |
| Jahutl Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.  |      |    |        |        |       |                |

| Name  | Kind | CR | Rating | Artist | Cost | Sets Found     |
|---|------|----|--------|--------|------|----------------|
| Description   |      |    |        |        |      |                |
| <b>Lhurgoyf</b>   | SC   | R  | •••••  | PVe    | GG2  | IA             |
| * equals the total number of creatures in all graveyards. */*+1.  |      |    |        |        |      |                |
| <b>Lifelore</b>   | EN   | U  | •••••  | DWi    | GG   | A,B,U,R,4TH    |
| GG: Counter a black spell as it is being cast (play as an interrupt).   |      |    |        |        |      |                |
| <b>Lifelore</b>   | INT  | R  | ••     | AWa    | G    | A,B,U,R,4TH    |
| Changes the color of one card in play to green.   |      |    |        |        |      |                |
| <b>Living Artifact</b>  | EA   | R  | •••    | AMA    | G    | A,B,U,R,4TH    |
| Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.                   |      |    |        |        |      |                |
| <b>Living Lands</b>   | EN   | R  | ••     | JMy    | G3   | A,B,U,R,4TH    |
| Treat all forests in play as 1/1 creatures that can be tapped for G.  |      |    |        |        |      |                |
| <b>Living Plane</b>   | EW   | R  | •••••  | BWa    | GG   | LG             |
| Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.                                  |      |    |        |        |      |                |
| <b>Ulanowar Elves</b>   | SC   | C  | •••••  | AMA    | G    | A,B,U,R,4TH    |
| T: Add G to your mana pool. Played as an interrupt. 1/1.  |      |    |        |        |      |                |
| <b>Lure</b>   | EC   | U  | •••••  | AMA    | GG1  | A,B,U,R,4TH,IA |
| All creatures that can block target creature must do so.  |      |    |        |        |      |                |
| <b>Lurker</b>   | SC   | R  | •••    | AMA    | G2   | DK             |
| Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.   |      |    |        |        |      |                |
| <b>Maddening Wind</b>   | EC   | U  | •••    | DWi    | G2   | IA             |
| 0: G: During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.  |      |    |        |        |      |                |
| <b>Mammoth Harness</b>  | EC   | R  | •      | MBa    | G3   | HL             |
| Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn. |      |    |        |        |      |                |
| <b>Marsh Viper</b>  | SC   | C  | •••    | RSa    | G3   | DK,4TH         |
| Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.          |      |    |        |        |      |                |
| <b>Master of the Hunt</b>   | SC   | R  | •••••  | JMe    | GG2  | LG             |
| GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.                    |      |    |        |        |      |                |
| <b>Metamorphosis</b>  | SOR  | C  | •      | CRu    | G    | AN, CH         |
| Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.                                    |      |    |        |        |      |                |
| <b>Moat Monster</b>   | SC   | C  | ••     | JMy    | GG2  | LG             |
| 3/6.  |      |    |        |        |      |                |
| <b>Moat's Asp</b>   | SC   | C  | •••    | CRu    | G    | AN,4TH         |
| If Moat's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1                              |      |    |        |        |      |                |
| <b>Natural Selection</b>  | INS  | R  | ••     | MPo    | G    | A,B,U          |
| Look at the top 3 cards of any library. You may then shuffle that library.  |      |    |        |        |      |                |



RITUAL OF THE MACHINE



INSIDIOUS BOOKWORM

**Ritual of the Machine and Insidious Bookworm:** Ritual of the Machine is one of the most powerful *Alliances* cards of all. It's a Black Control Magic which can't be disenchanting. You do have to sacrifice a creature, though, which can be a bit annoying. Turn that disadvantage around with the Bookworms. When you sacrifice them, you get to use their cool power. Let's see, I get your Erhnam Djinn and I get to make you chuck one card away at random. Seems fair.

|   |    |   |       |     |     |             |
|---|----|---|-------|-----|-----|-------------|
| <b>Joven's Ferrets</b>  | SC | C | •••   | AWa | G   | HL          |
| If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next upkeep phase. 1/1 |    |   |       |     |     |             |
| <b>Juniper Order Druid</b>  | SC | C | •••   | JMe | G2  | IA          |
| T: Untap a land of your choice at the speed of an interrupt. 1/1  |    |   |       |     |     |             |
| <b>Killer Bees</b>  | SC | U | ••••• | PFO | GG1 | LG,4TH      |
| Flying. G: Give Bees +1/+1 until end of turn. 0/1   |    |   |       |     |     |             |
| <b>Kudzu</b>  | EL | R | •     | MPo | GG1 | A,B,U,R     |
| When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.  |    |   |       |     |     |             |
| <b>Land Leeches</b>   | SC | C | ••    | QHo | GG1 | DK,4TH      |
| First strike. 2/2   |    |   |       |     |     |             |
| <b>Leaping Lizard</b>   | SC | C | ••    | AWa | GG1 | HL          |
| 1G: Flying and 0/-1 until the end of turn.  |    |   |       |     |     |             |
| <b>Ley Druid</b>  | SC | U | •••   | Sev | G2  | A,B,U,R,4TH |
| T: Untap a land of your choice (play as an interrupt). 1/1  |    |   |       |     |     |             |

|  |     |   |     |     |     |    |
|--|-----|---|-----|-----|-----|----|
| <b>Nature's Lore</b>   | SOR | U | ••• | REm | G1  | IA |
| Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.          |     |   |     |     |     |    |
| <b>Niall Svalinn</b>   | SC  | R | ••• | CRu | GGG | DK |
| GGGG: T: Regenerate target creature. 2/2   |     |   |     |     |     |    |
| <b>Night Soil</b>  | EN  | C | ••• | MuH | GG  | FE |
| 1: Take two creatures in any graveyard and remove them from the game to put a Saprophyte token, which is a 1/1 green creature, in play. Artists: Sev, HMu, DTu |     |   |     |     |     |    |
| <b>Pale Bears</b>  | SC  | R | ••• | AWa | G2  | IA |
| Islandwalk. 2/2  |     |   |     |     |     |    |
| <b>People of the Woods</b>   | SC  | U | ••• | DTu | GG  | DK |
| *-number of forests controlled by controller of People of the Woods. 1/1   |     |   |     |     |     |    |
| <b>Pixie Queen</b>   | SC  | R | ••• | QHo | GG2 | LG |
| GGG: T: Give target creature flying until end of turn. 1/1   |     |   |     |     |     |    |

•/ Restricted/Banned  
M: Artifact Creature

ART Artist  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery



## players guide

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

|  |    |   |      |      |     |        |
|--|----|---|------|------|-----|--------|
| <b>Powerleech</b>  | EN | U | ***  | CRu  | GG  | AQ     |
| Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts. |    |   |      |      |     |        |
| <b>Prodeus Gypsies</b>   | SC | C | **   | QHo  | G2  | LG,4TH |
| G1, T: Give target creature -2/-0 until end of turn. 1/1.  |    |   |      |      |     |        |
| <b>Primal Order</b>  | EN | R | **** | RAI  | GG2 | HL     |
| During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.   |    |   |      |      |     |        |
| <b>Pygmy Allosaurus</b>  | SC | R | ***  | AMa  | G2  | IA     |
| Swampwalk. 2/2.  |    |   |      |      |     |        |
| <b>Pyknight</b>  | SC | C | *    | EBa  | G2  | IA     |
| Draw a card at the beginning of the turn after Pyknight comes into play. 1/1.  |    |   |      |      |     |        |
| <b>Robid Wombat</b>  | SC | U | ***  | IKFo | GG2 | LG, CH |
| Gains +2/+2 for each enchantment cast on it. Robid Wombat does not tap when attacking. 0/1.  |    |   |      |      |     |        |



DIMINISHING RETURNS



GUSTHA'S SCEPTER

|  |     |   |      |      |      |                |
|--|-----|---|------|------|------|----------------|
| <b>Radian Spirit</b>   | SC  | U | **** | CRu  | G3   | LG,4TH         |
| T: Target creature loses flying ability until turn ends. 3/2.  |     |   |      |      |      |                |
| <b>Rebirth</b>   | SOR | R | **   | MTe  | GGG3 | LG,4TH         |
| Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.  |     |   |      |      |      |                |
| <b>Regeneration</b>  | EC  | C | ***  | QHo  | G1   | A,B,U,R,4TH,IA |
| G: Target creature regenerates.  |     |   |      |      |      |                |
| <b>Regrowth</b>  | SOR | U | **** | DW   | G1   | A,B,U,R        |
| Bring a card from your graveyard into your hand.   |     |   |      |      |      |                |
| <b>Reincarnation</b>   | INS | U | ***  | EBa  | GG1  | LG             |
| If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.  |     |   |      |      |      |                |
| <b>Renewal</b>   | SOR | C | *    | IKFo | G2   | HL             |
| Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.       |     |   |      |      |      |                |
| <b>Revelation</b>  | EW  | R | **   | IKFo | G    | LG,CH          |
| Play with all cards in hand face up.   |     |   |      |      |      |                |
| <b>Rime Dryad</b>  | SC  | C | ***  | HHu  | G    | IA             |
| Snow-covered forestwalk. 1/2.  |     |   |      |      |      |                |
| <b>Ritual of Subdual</b>   | EN  | R | ***  | JHo  | GG4  | IA             |
| CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.   |     |   |      |      |      |                |
| <b>Root Spider</b>   | SC  | U | *    | MKG  | G3   | HL             |
| If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.   |     |   |      |      |      |                |
| <b>Roots</b>   | EC  | U | **   | NLe  | G3   | HL             |
| Tap target creature without flying. That creature does not untap during its controller's untap phase.  |     |   |      |      |      |                |
| <b>Rust</b>  | INT | C | **   | LDa  | G    | LG             |
| Counter target artifact effect that requires an activation cost.   |     |   |      |      |      |                |
| <b>Rysorian Badger</b>   | SC  | R | **   | HHu  | G2   | HL             |
| If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2. |     |   |      |      |      |                |

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

|   |     |   |      |     |     |             |
|---|-----|---|------|-----|-----|-------------|
| <b>Sandstorm</b>  | INS | C | **   | BSn | G   | AN,4TH      |
| Do 1 damage to all attacking creatures.   |     |   |      |     |     |             |
| <b>Savven Elves</b>   | SC  | C | **   | RSp | G   | DK          |
| GG, T: Destroy target enchant land. 1/1.  |     |   |      |     |     |             |
| <b>Scaled Wurm</b>  | SC  | C | ***  | DGe | G7  | IA          |
| 7/6.  |     |   |      |     |     |             |
| <b>Scarwood Bandits</b>   | SC  | R | **** | MPo | GG2 | DK          |
| Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2. |     |   |      |     |     |             |
| <b>Scarwood Hag</b>   | SC  | U | ***  | AMa | G1  | DK          |
| GGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.                                      |     |   |      |     |     |             |
| <b>Scavenger Folk</b>   | SC  | C | ***  | DDe | G   | DK, CH      |
| G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.   |     |   |      |     |     |             |
| <b>Scrib Sprites</b>  | SC  | C | **** | AWe | G   | A,B,U,R,4TH |
| Flying. 1/1.  |     |   |      |     |     |             |
| <b>Shambling Strider</b>  | SC  | C | ***  | DSh | GG4 | IA          |
| GR: +1/-1 until end of turn. 5/5.   |     |   |      |     |     |             |
| <b>Shanodin Dryads</b>  | SC  | C | **** | AMa | G   | A,B,U,R,4TH |
| Forestwalk. 1/1.  |     |   |      |     |     |             |
| <b>Shelkin Browie</b>   | SC  | C | *    | DSh | G1  | LE          |
| T: Remove the bonding ability from target creature until end of turn. 1/1.  |     |   |      |     |     |             |
| <b>Shrink</b>   | INS | C | **   | LDa | G   | HL          |
| Target creature gets -5/-0 until the end of turn. (Two versions)  |     |   |      |     |     |             |
| <b>Singing Tree</b>   | SC  | R | **** | RAI | G3  | AN          |
| T: Reduce attacking creature's power to 0 until end of turn. 0/3  |     |   |      |     |     |             |

## Diminishing Returns and Gustha's Scepter:

Diminishing Returns is the brand-spankin' new Timetwister. The bad part about Twisting...er, Dimin.shing...is that if you had any good cards in your hand, they could be lost. Now you can safely store a card in the Scepter and after you use Timetwist...er, oh Diminishing Returns, you can get the card back! (Timetwister sounded so much cooler, didn't it?)

|  |     |   |      |     |     |             |
|--|-----|---|------|-----|-----|-------------|
| <b>Snowblind</b>   | EC  | R | *    | DSh | G3  | IA          |
| Target creature gets -1/-0. "equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise," equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way. |     |   |      |     |     |             |
| <b>Spectral Bears</b>  | SC  | U | **** | PMA | G1  | HL          |
| If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.  |     |   |      |     |     |             |
| <b>Spitting Slug</b>   | SC  | U | **   | AMa | GG1 | DK          |
| G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.  |     |   |      |     |     |             |
| <b>Spore Cloud</b>   | INS | C | **** | Mu  | GG1 | FE          |
| Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWA.   |     |   |      |     |     |             |
| <b>Spore Flower</b>  | SC  | U | ***  | MDK | GG  | FE          |
| Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.  |     |   |      |     |     |             |
| <b>Stampede</b>  | INS | R | **** | JMa | GG1 | IA          |
| All attacking creatures get trample and +1/+0 until end of turn.   |     |   |      |     |     |             |
| <b>Storm Seeker</b>  | INS | U | **** | MPo | G3  | LG, CH      |
| Do 1 point of damage to opponent for every card he or she has in hand.   |     |   |      |     |     |             |
| <b>Stream of Life</b>  | SOR | C | **** | MPo | GX  | A,B,U,R,4TH |
| Target player gains X life.  |     |   |      |     |     |             |
| <b>Stunted Growth</b>  | SOR | R | **** | Nth | GG3 | IA          |
| Target player must choose three cards from his or her hand and put them on top of his library in any order.  |     |   |      |     |     |             |
| <b>Subdue</b>  | INS | C | **   | BSn | G   | LG          |
| Target creature deals no damage. It gains X toughness, where X equals its casting cost.  |     |   |      |     |     |             |
| <b>Sylvan Library</b>  | EN  | R | **** | HM  | G1  | LG,4TH      |
| You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.   |     |   |      |     |     |             |
| <b>Sylvan Paradise</b>   | INS | U | **   | RAF | G   | LG          |
| Change the color of one or more target creatures to green until end of turn.   |     |   |      |     |     |             |

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

|  |     |   |      |     |     |             |
|--|-----|---|------|-----|-----|-------------|
| <b>Tarpan</b>  | SC  | C | **   | MDK | G   | IA          |
| You gain 1 life if Tarpan goes to the graveyard from play. 1/1.  |     |   |      |     |     |             |
| <b>Thallid</b>   | SC  | C | ***  | Mu  | G   | FE          |
| Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, into play. Artists: EBe, DGe, JMy, RSp. 1/1.   |     |   |      |     |     |             |
| <b>Thallid Devourer</b>  | SC  | U | **   | RSp | GG1 | FE          |
| Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.                            |     |   |      |     |     |             |
| <b>Thelonite Druid</b>   | SC  | U | ***  | MDK | G2  | FE          |
| G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.  |     |   |      |     |     |             |
| <b>Thelonite Monk</b>  | SC  | R | ***  | BWa | GG2 | FE          |
| T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.   |     |   |      |     |     |             |
| <b>Thelon's Chant</b>  | EN  | U | ***  | MBe | GG1 | FE          |
| Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.  |     |   |      |     |     |             |
| <b>Thelon's Curse</b>  | EN  | R | ***  | PVe | GG  | FE          |
| Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.  |     |   |      |     |     |             |
| <b>Thermokarsi</b>   | SOR | U | ***  | KMa | GG1 | IA          |
| Destroy target land. You gain 1 life if that land is snow-covered.   |     |   |      |     |     |             |
| <b>Thicket Basilisk</b>  | SC  | U | **** | Dfr | GG3 | A,B,U,R,4TH |
| Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.   |     |   |      |     |     |             |
| <b>Thorn Thallid</b>   | SC  | C | ***  | Mu  | GG1 | FE          |
| During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.  |     |   |      |     |     |             |
| <b>Thoughtleech</b>  | EN  | U | **** | MTe | GG  | IA          |
| Gain 1 life whenever target opponent taps an island.   |     |   |      |     |     |             |
| <b>Timber Wolves</b>   | SC  | R | ***  | MBe | G   | A,B,U,R,4TH |
| Bonds. 1/1.  |     |   |      |     |     |             |
| <b>Tinder Wall</b>   | SC  | C | **** | Rem | G   | IA          |
| Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.  |     |   |      |     |     |             |
| <b>Titania's Song</b>  | EN  | U | ***  | KKa | G3  | AQ,R,4TH    |
| Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase. |     |   |      |     |     |             |
| <b>Touch of Vitae</b>  | INS | U | ***  | LWi | G2  | IA          |
| Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the tap symbol this turn. Draw a card at the beginning of the next turn.   |     |   |      |     |     |             |
| <b>Tracker</b>   | SC  | R | **** | JMa | GG1 | DK          |
| GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.  |     |   |      |     |     |             |
| <b>Trailblazer</b>   | INS | R | ***  | JBa | GG2 | IA          |
| Target creature may not be blocked this turn.  |     |   |      |     |     |             |
| <b>Tranquility</b>   | SOR | C | **** | DSh | G2  | A,B,U,R,4TH |
| Destroy all enchantments in play.  |     |   |      |     |     |             |
| <b>Tsunami</b>   | SOR | U | **   | RTh | G3  | A,B,U,R,4TH |
| Destroy all islands in play.   |     |   |      |     |     |             |
| <b>Typhoon</b>   | SOR | R | **   | AMa | G2  | LG          |
| Do 1 damage to opponent for each island he or she controls.  |     |   |      |     |     |             |
| <b>Untamed Wilds</b>   | SOR | U | ***  | NTh | G2  | LG,4TH      |
| Search your library for one basic land and put it in play. This does not count as your normal land-play. Reshuffle your library afterward.   |     |   |      |     |     |             |
| <b>Venom</b>   | EC  | C | ***  | TWa | GG1 | DK,4TH      |
| All non-wall creatures blocking or blocked by target creature are destroyed after combat.  |     |   |      |     |     |             |
| <b>Venomous Breath</b>   | INS | U | ***  | LWi | G3  | IA          |
| All creatures blocking or being blocked by target creature are destroyed after combat.   |     |   |      |     |     |             |
| <b>Verduran Enchantress</b>  | SC  | R | **   | KBr | GG1 | A,B,U,R,4TH |
| Draw a card each time you cast an enchantment. 0/2.  |     |   |      |     |     |             |
| <b>Wall of Brambles</b>  | SC  | U | ***  | AMa | G2  | A,B,U,R,4TH |
| G: Regenerates. 2/3.   |     |   |      |     |     |             |
| <b>Wall of Ice</b>   | SC  | U | ***  | RTh | G2  | A,B,U,R,4TH |
| 0/7.   |     |   |      |     |     |             |
| <b>Wall of Pine Needles</b>  | SC  | U | ***  | BSn | G3  | IA          |
| G: Regenerates. 3/3.   |     |   |      |     |     |             |
| <b>Wall of Wood</b>  | SC  | C | **   | MTe | G   | A,B,U,R,4TH |
| 0/3.   |     |   |      |     |     |             |
| <b>Wanderlust</b>  | EC  | U | ***  | CBr | G2  | A,B,U,R,4TH |
| Do 1 damage to controller of target creature during upkeep.  |     |   |      |     |     |             |
| <b>War Mammoth</b>   | SC  | C | **** | JMa | G3  | A,B,U,R,4TH |
| Trample. 3/3.  |     |   |      |     |     |             |
| <b>Web</b>   | EC  | R | **** | RAI | G   | A,B,U,R,4TH |
| Target creature gains +0/+2 and may block flying creatures.  |     |   |      |     |     |             |
| <b>Whisperwill</b>   | SC  | U | **** | DSh | G   | DK          |
| GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirection spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.   |     |   |      |     |     |             |
| <b>Whirling Dervish</b>  | SC  | U | **** | SVC | GG  | LG,4TH      |
| Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.  |     |   |      |     |     |             |





**Yavimaya Ancients, Scars of the Veteran and Martyrdom:** The Ancients are a great blocker, but get weak on defense pretty fast. To get more pumping power, wait till your opponent attacks you with either direct damage or a bunch of creatures. Use Martyrdom to redirect the damage you would take to the Ancients. Use Scars of the Veteran to make the Ancients a permanent 2/14 creature. Now you can pump 'em to a monstrous 8/2!

## YAVIMAYA ANCIENTS

## SCARS OF THE VETERAN

## MARTYRDOM

|   |     |   |     |     |      |                |
|---|-----|---|-----|-----|------|----------------|
| <b>Whiteout</b>   | INS | U | *** | Nth | G1   | IA             |
| All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.  |     |   |     |     |      |                |
| <b>Witigo</b>   | SC  | R | *** | MBe | GGG3 | IA             |
| Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0. |     |   |     |     |      |                |
| <b>Wild Growth</b>  | EL  | C | *** | Mra | G    | A,B,U,R,4th,IA |
| Whenever target land is tapped for mana, Wild Growth provides an extra G.   |     |   |     |     |      |                |
| <b>Willow Faerie</b>  | SC  | C | **  | SVC | G1   | HL             |
| Flying. 1/2.  |     |   |     |     |      |                |
| <b>Willow Priestess</b>   | SC  | R | *** | SVC | GG2  | HL             |
| T. Take Faerie from your hand and put it directly into play as if it were just summoned. G2. Target green creature gains protection from black until the end of turn. 2/2.  |     |   |     |     |      |                |
| <b>Willow Satyr</b>   | SC  | R | *   | JMa | GG2  | LG             |
| T. Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.  |     |   |     |     |      |                |
| <b>Winter Blast</b>   | SOR | U | *** | KFo | GX   | LG,4TH         |
| Tap X target creatures. Do 2 damage to each target creature with flying.  |     |   |     |     |      |                |
| <b>Wolverine Pack</b>   | SC  | C | **  | JMa | GG2  | LG             |
| Rampage: 2, 2/4.  |     |   |     |     |      |                |
| <b>Wood Elemental</b>   | SC  | R | *   | BSn | G3   | LG             |
| * = the number of untapped forests you sacrificed when casting Wood Elemental. 1/1.   |     |   |     |     |      |                |
| <b>Woolly Mammoths</b>  | SC  | C | *** | Dfr | GG1  | IA             |
| Gains trample if you control any snow-covered lands. 3/2.   |     |   |     |     |      |                |
| <b>Woolly Spider</b>  | SC  | C | *** | DGa | GG1  | IA             |
| Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.   |     |   |     |     |      |                |
| <b>Wormwood Treefolk</b>  | R   | R | *** | JMy | GG3  | DK             |
| BB. Give Wormwood Treefolk forestwalk until end of turn and take 2 damage GG. Give Wormwood Treefolk swampwalk until end of turn and take 2 damage. 4/4.  |     |   |     |     |      |                |
| <b>Wyluli Wolf</b>  | SC  | C | *** | SVC | G1   | AN             |
| T. Give a creature +1/+1 until end of turn. 1/1.  |     |   |     |     |      |                |
| <b>Yavimaya Gnats</b>   | SC  | U | *** | Dfr | G2   | IA             |
| Flying. G. Regenerate. 0/1.   |     |   |     |     |      |                |

## RED

|  |     |   |     |     |      |         |
|--|-----|---|-----|-----|------|---------|
| <b>Active Volcano</b>  | INS | C | *   | BSn | R    | LG, CH  |
| Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.                                      |     |   |     |     |      |         |
| <b>Arathi Berserker</b>  | SC  | U | **  | MBe | RRR2 | LG      |
| Rampage: 3, 2/4.   |     |   |     |     |      |         |
| <b>Aggression</b>  | EC  | U | *** | REm | R2   | IA      |
| Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack. |     |   |     |     |      |         |
| <b>Aladdin</b>   | SC  | R | *** | JBa | RR2  | AN, CH  |
| RR1: Steal an artifact. 1/1.   |     |   |     |     |      |         |
| <b>Ali Baba</b>  | SC  | U | **  | JBa | R    | AN, 4TH |
| R: Tap a wall. 1/1.  |     |   |     |     |      |         |
| <b>Alibon's Tower</b>  | INS | C | **  | JMa | 1R   | HL      |
| Target defending creature gains +3/+1 till end of turn. (Two versions)   |     |   |     |     |      |         |
| <b>Ali from Cairo</b>  | SC  | R | *** | MPa | RR2  | AN      |
| You cannot be reduced below 1 life due to damage while Ali is in play. 0/1.  |     |   |     |     |      |         |
| <b>Ambush</b>  | INS | C | *** | ARa | 3R   | HL      |
| All blocking creatures get first strike.   |     |   |     |     |      |         |

|   |     |   |      |     |      |         |
|---|-----|---|------|-----|------|---------|
| <b>Ambush Party</b>   | SC  | C | **   | PuR | 4    | HL      |
| First strike. May attack the turn it comes into play on your side. 3/1 (Two versions)   |     |   |      |     |      |         |
| <b>An-Zerrin Ruins</b>  | EN  | R | ***  | DDe | RR2  | HL      |
| Choose a creature type. That creature type does not untap during untap phase.   |     |   |      |     |      |         |
| <b>Anaba Ancestor</b>   | SC  | R | **   | AMa | R1   | HL      |
| T. Target Minotaur gets +1/+1 till end of turn.   |     |   |      |     |      |         |
| <b>Anaba Bodyguard</b>  | SC  | C | **   | AMa | R3   | HL      |
| First strike. 2/3 (Two versions)  |     |   |      |     |      |         |
| <b>Anaba Shaman</b>   | SC  | C | ***  | AMa | R3   | HL      |
| R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2. (Two versions)   |     |   |      |     |      |         |
| <b>Anaba Spirit Crafter</b>   | SC  | R | ***  | AMa | RR2  | HL      |
| All minotaurs are +2/+0. 1/3.   |     |   |      |     |      |         |
| <b>Anarchy</b>  | SOR | U | **** | Pfo | RR2  | IA      |
| Destroy all white permanents.   |     |   |      |     |      |         |
| <b>Artifact Blast</b>   | INT | C | *    | MPa | R    | AQ      |
| Counter any artifact as it is being cast.   |     |   |      |     |      |         |
| <b>Atog</b>   | SC  | C | ***  | JMy | R1   | AQ, R   |
| 0 +2/+2, sacrifice one of your artifacts in play. 1/2   |     |   |      |     |      |         |
| <b>Avalanche</b>  | SOR | U | ***  | BSn | RR2X | IA      |
| Destroy X snow-covered lands.   |     |   |      |     |      |         |
| <b>Backdraft</b>  | INS | U | ***  | BSn | R1   | LG      |
| Do half the damage (round down) done by one sorcery to the sorcery's caster.  |     |   |      |     |      |         |
| <b>Balduvian Barbarians</b>   | SC  | C | **   | MPa | RR1  | IA      |
| 3/2   |     |   |      |     |      |         |
| <b>Balduvian Hydra</b>  | SC  | R | ***  | MBe | RRX  | IA      |
| Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0. Remove a +1/+0 counter to prevent 1 cast to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1. |     |   |      |     |      |         |
| <b>Ball Lightning</b>   | SC  | R | ***  | QHo | RRR  | DK, 4TH |
| Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.   |     |   |      |     |      |         |
| <b>Barbarian Guides</b>   | SC  | C | ***  | Rth | R2   | IA      |
| R2, T. Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.   |     |   |      |     |      |         |
| <b>Battle Frenzy</b>  | INS | C | ***  | BSn | R2   | IA      |
| All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.   |     |   |      |     |      |         |
| <b>Beasts of Bogardan</b>   | SC  | U | ***  | DGa | R4   | LG, CH  |
| Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.   |     |   |      |     |      |         |
| <b>Bird Maiden</b>  | SC  | C | **   | KFo | R2   | AN, 4TH |
| Flying. 1/2.  |     |   |      |     |      |         |
| <b>Blazing Effigy</b>   | SC  | C | **   | SVC | R1   | LG      |
| When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature plus additive effects. 0/3.   |     |   |      |     |      |         |
| <b>Blood Lust</b>   | INS | C | ***  | AMa | R1   | LG, 4TH |
| Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.  |     |   |      |     |      |         |
| <b>Blood Moon</b>   | EN  | R | ***  | TWa | R2   | OK, CH  |
| Turn all non-basic lands into basic mountains while Blood Moon is in play.  |     |   |      |     |      |         |
| <b>Bone Shaman</b>  | SC  | C | **   | AMa | RR2  | IA      |
| B. Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.   |     |   |      |     |      |         |
| <b>Brand of Ill Omen</b>  | EC  | R | ***  | RAI | R3   | IA      |
| CU. R. Target creature's controller may not cast summon spells.   |     |   |      |     |      |         |
| <b>Brassclow Orcs</b>   | SC  | C | *    | HuR | R2   | FE      |
| Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), Dfr, HHu. 3/2.  |     |   |      |     |      |         |

|   |     |   |      |     |      |             |
|---|-----|---|------|-----|------|-------------|
| <b>Brothers of Fire</b>   | SC  | C | **   | MTa | RR1  | DK, 4TH     |
| RR1. Do 1 damage to any target as well as 1 damage to you. 2/2.   |     |   |      |     |      |             |
| <b>Brute, The</b>   | EC  | C | **   | MPa | R1   | LG, 4TH     |
| Target creature gains +1/-0 RRR. Regenerate.  |     |   |      |     |      |             |
| <b>Burrowing</b>  | EC  | C | ***  | MPa | R    | A,B,U,R,4TH |
| Target creature gains mountainwalk.   |     |   |      |     |      |             |
| <b>Cave People</b>  | SC  | U | ***  | DTu | RR1  | DK, 4TH     |
| Cave People get +1/2 until end of turn when they are declared an attacker. RR1. T. Give target creature mountainwalk until end of turn. 1/4.  |     |   |      |     |      |             |
| <b>Caverns of Despair</b>   | EN  | R | **   | HwK | RR2  | LG          |
| No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.  |     |   |      |     |      |             |
| <b>Chain Lightning</b>  | SOR | C | **   | SEv | R    | LG          |
| Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.  |     |   |      |     |      |             |
| <b>Chandler</b>   | SC  | C | **   | DSh | R4   | HL          |
| RRR. T. Destroy target artifact creature. 3/3.  |     |   |      |     |      |             |
| <b>Chaosclaw</b>  | INT | R | **   | DWt | R    | A,B,U,R,4TH |
| Changes the color of a card being played or in play to red.   |     |   |      |     |      |             |
| <b>Chaos Lord</b>   | SC  | R | ***  | BSn | RRR4 | IA          |
| First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.   |     |   |      |     |      |             |
| <b>Chaos Moon</b>   | EN  | R | **   | DTu | R3   | IA          |
| Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all non-reds produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana. |     |   |      |     |      |             |
| <b>Crevassa</b>   | EN  | U | **   | RAI | R2   | LG          |
| Creatures with mountainwalk may be blocked.   |     |   |      |     |      |             |
| <b>Conquer</b>  | EL  | U | **** | RGa | RR3  | IA          |
| Take control of target land.  |     |   |      |     |      |             |
| <b>Crimson Kobolds</b>  | SC  | C | *    | AMa | 0    | LG          |
| Crimson Kobolds are red creatures. 0/1.   |     |   |      |     |      |             |
| <b>Crimson Manticores</b>   | SC  | R | ***  | DGa | RR2  | LG, 4TH     |
| Flying. R. T. Do 1 damage to target attacking or blocking creature. 2/2.  |     |   |      |     |      |             |
| <b>Crookshank Kobolds</b>   | SC  | C | *    | CRu | 0    | LG          |
| Crookshank Kobolds are red creatures. 0/1.  |     |   |      |     |      |             |
| <b>Curse of Marit Lage</b>  | EN  | R | ***  | AWt | RR3  | IA          |
| Top all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.   |     |   |      |     |      |             |
| <b>Desert Nomads</b>  | SC  | C | **   | CRu | R2   | AN          |
| Desertwalk. Immune to damage from Deserts. 2/2.   |     |   |      |     |      |             |
| <b>Detonate</b>   | SOR | U | **   | RAF | RX   | AQ, 4TH     |
| Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.                          |     |   |      |     |      |             |
| <b>Disharmony</b>   | INS | R | ***  | BWt | R2   | LG          |
| Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.  |     |   |      |     |      |             |
| <b>Disintegrate</b>   | SOR | C | **** | AMa | RX   | A,B,U,R,4TH |
| Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.   |     |   |      |     |      |             |
| <b>Dwarven Song</b>   | INS | U | **   | Dfr | R    | LG          |
| Change the color of any number of target creatures to red until end of turn.  |     |   |      |     |      |             |
| <b>Dragon Whelp</b>   | SC  | U | ***  | AWt | RR2  | A,B,U,R,4TH |
| Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.  |     |   |      |     |      |             |



## players guide

| Name | Kind | CR | Rating | Artist | Cost | Sets Found |
|------|------|----|--------|--------|------|------------|
|------|------|----|--------|--------|------|------------|

|  |     |   |      |     |     |             |
|--|-----|---|------|-----|-----|-------------|
| <b>Dwarven Armorer</b>   | SC  | R | ***  | BWo | R   | FE          |
| R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.   |     |   |      |     |     |             |
| <b>Dwarven Armory</b>  | EN  | R | ***  | RTH | RR2 | IA          |
| 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.  |     |   |      |     |     |             |
| <b>Dwarven Catapult</b>  | INS | U | ***  | JMe | RK  | FE          |
| Does X damage, divided evenly among all of your opponent's creatures (round down).   |     |   |      |     |     |             |
| <b>Dwarven Demolition Team</b>   | SC  | U | **   | KBr | R2  | A,B,U       |
| T: Destroy a wall. 1/1.  |     |   |      |     |     |             |
| <b>Dwarven Lieutenant</b>  | SC  | U | *    | JMe | RR  | FE          |
| R1: Give target Dwarf +1/+0 until end of turn. 1/2   |     |   |      |     |     |             |
| <b>Dwarven Pony</b>  | SC  | R | *    | MOK | R   | HL          |
| R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1  |     |   |      |     |     |             |
| <b>Dwarven Sea Clan</b>  | SC  | U | **   | AWe | R2  | HL          |
| T: At the end of combat, Dwarven Sea Clan deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands. |     |   |      |     |     |             |
| <b>Dwarven Soldier</b>   | SC  | C | **   | DSh | R1  | FE          |
| If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAJ, RAF, OSH. 2/1.  |     |   |      |     |     |             |
| <b>Dwarven Trader</b>  | SC  | C | *    | MOK | R   | HL          |
| 1/1. (Two versions)  |     |   |      |     |     |             |
| <b>Dwarven Warriors</b>  | SC  | C | **** | DSh | R2  | A,B,U,R,4TH |
| T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.   |     |   |      |     |     |             |



GARGANTUAN GORILLA



LODESTONE BAUBLE

|  |     |   |      |     |     |             |
|--|-----|---|------|-----|-----|-------------|
| <b>Dwarven Weaponsmith</b>   | SC  | U | **   | MPo | R1  | AQ,R        |
| T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1   |     |   |      |     |     |             |
| <b>Earthbind</b>   | EC  | C | ***  | QHo | R   | A,B,U,R     |
| Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.  |     |   |      |     |     |             |
| <b>Earth Elemental</b>   | SC  | U | ***  | Dfr | RR3 | A,B,U,R,4TH |
| 4/5.   |     |   |      |     |     |             |
| <b>Earthquake</b>  | SOR | R | ***  | Dfr | RK  | A,B,U,R,4TH |
| Do X damage to all players and non-flying creatures in play.   |     |   |      |     |     |             |
| <b>Eron the Relentless</b>   | SL  | U | **** | CRu | RR3 | HL          |
| RRR, regenerates. Can attack the turn it comes into play on your side. 5/2.  |     |   |      |     |     |             |
| <b>Eronfly</b>   | EC  | C | ***  | LWi | R1  | IA          |
| Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.  |     |   |      |     |     |             |
| <b>Evaporate</b>   | SOR | U | **   | ARa | R2  | HL          |
| Deal 1 damage to each blue and white creature.   |     |   |      |     |     |             |
| <b>Eternal Flame</b>   | SOR | R | *    | MPo | RR1 | DK          |
| Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.   |     |   |      |     |     |             |
| <b>Eternal Warrior</b>   | EC  | C | **** | AMa | R   | LG,4TH      |
| Target creature does not tap to attack.  |     |   |      |     |     |             |
| <b>Falling Star</b>  | SOR | R | **   | DSh | R2  | LG          |
| From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees. |     |   |      |     |     |             |

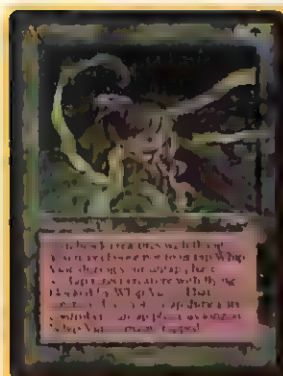
| Name                     | Description  | Kind | CR | Rating | Artist | Cost | Sets Found  |
|--------------------------|--|------|----|--------|--------|------|-------------|
| <b>False Orders</b>      | Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.  | INS  | C  | ***    | AMa    | R    | A,B,U       |
| <b>Feint</b>             | Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.  | INS  | C  | **     | BSn    | R    | LG          |
| <b>Fireball</b>          | Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.  | SOR  | C  | ****   | MTe    | RK   | A,B,U,R,4TH |
| <b>Firebreathing</b>     | R: +1/+0.  | EC   | C  | **     | Dfr    | R    | A,B,U,R,4TH |
| <b>Fire Drake</b>        | Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.  | SC   | U  | **     | CRu    | RR1  | DK,CH       |
| <b>Fire Elemental</b>    | 5/4.   | SC   | U  | ***    | MBe    | RR3  | A,B,U,R,4TH |
| <b>Firestorm Phoenix</b> | Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.  | SC   | R  | ***    | JMe    | RR4  | LG          |
| <b>Fissure</b>           | Bury target land or creature.  | INS  | C  | ****   | DSh    | RR3  | DK,4TH      |
| <b>Flame Spirit</b>      | R: +1/+0 until end of turn. 2/3.   | SC   | U  | **     | JMa    | R4   | IA          |
| <b>Flare</b>             | Flare does 1 damage to any target. Draw a card at the beginning of the next turn.  | INS  | C  | **     | DTu    | R2   | IA          |
| <b>Flashfires</b>        | Destroy all plants in play.  | SOR  | U  | ****   | DWi    | R3   | A,B,U,R,4TH |
| <b>Fork</b>              | Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.  | INT  | R  | ****   | AWe    | RR   | A,B,U,R     |
| <b>Frost Giant</b>       | Rampage: 2. 4/4.   | SC   | U  | ***    | DGe    | RRR3 | LG          |
| <b>Game of Chooos</b>    | Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round. | SOR  | R  | ***    | DTu    | RRR  | IA          |

**Gargantuan Gorilla and Lodestone Bauble:** That's one big monkey. Donkey Kong's Daddy here is big and bad, but you've got to feed him forests or he gets a bit surly on your buttocks. The Lodestone Bauble allows you to put four basic lands on top of target player's library. How about the forests you've been sacking? That'll keep the big monkey happy and your opponent going. chem ape

| Name  | Kind | CR | Rating | Artist | Cost | Sets Found  |
|---|------|----|--------|--------|------|-------------|
| Description   |      |    |        |        |      |             |
| <b>Goblin King</b><br>While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.  | SC   | R  | ***    | JMy    | RR1  | A,B,U,R,4TH |
| <b>Goblin Kites</b><br>R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.                   | EN   | U  | **     | AMa    | R1   | FE          |
| <b>Goblin Mutant</b><br>Tromple. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3  | SC   | U  | **     | DGe    | RR2  | IA          |
| <b>Goblin Rock Sled</b><br>Tromple. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn 3/1.  | SC   | C  | **     | DDe    | R1   | DK,4TH      |
| <b>Goblin Sappers</b><br>RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1. | SC   | C  | ***    | JMe    | R1   | IA          |
| <b>Goblin Shrine</b><br>If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.  | EL   | C  | ***    | RSp    | RR1  | DK,CH       |
| <b>Goblin Ski Patrol</b><br>R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.  | SC   | C  | *      | MPo    | R1   | IA          |
| <b>Goblins of the Flag</b><br>Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.   | SC   | C  | ***    | TWa    | R    | DK,CH       |
| <b>Goblin Snowman</b><br>Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.   | SC   | U  | ***    | DGe    | R3   | IA          |
| <b>Goblin War Drums</b><br>Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, HHu, RKF, JMe.   | EN   | C  | ****   | Atkdi  | R2   | FE          |
| <b>Goblin Warrens</b><br>R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play   | EN   | R  | ****   | Dfr    | R2   | FE          |
| <b>Goblin Wizard</b><br>T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.   | SC   | U  | ***    | DGe    | RR2  | DK          |
| <b>Granite Gargoyle</b><br>Flying. R: +0/+1. 2/2  | SC   | R  | ****   | CRu    | R2   | A,B,U,R     |
| <b>Gravity Sphere</b><br>All creatures lose flying ability.   | EW   | R  | ****   | BSn    | R2   | LG          |
| <b>Gray Ogre</b><br>2/2.  | SC   | C  | *      | Dfr    | R2   | A,B,U,R,4TH |
| <b>Grizzled Wolverine</b><br>R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2   | SC   | C  | **     | CBu    | RR1  | IA          |
| <b>Heeri Wolf</b><br>First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heeri Wolf. Use this ability only when attack or defense is announced. 2/2.   | SC   | R  | **     | MOK    | R3   | HL          |
| <b>Hill Giant</b><br>3/3.   | SC   | C  | **     | Dfr    | R3   | A,B,U,R,4TH |
| <b>Hurlcon Minotaur</b><br>2/3.   | SC   | C  | **     | AMa    | RR1  | A,B,U,R,4TH |
| <b>Hurr Jackal</b><br>T: Prevent creature from regenerating this turn. 1/1.   | SC   | R  | ***    | DTu    | R    | AN,4TH      |
| <b>Hyperion Blacksmith</b><br>T: Tap or untap target artifact opponent controls. 2/2  | SC   | U  | ***    | Dfr    | RR1  | LG          |
| <b>Immolation</b><br>Make target creature +2/+2.  | EC   | C  | ****   | SKi    | R    | LG,4TH      |
| <b>Imposing Visage</b><br>Target creature cannot be blocked by less than 2 creatures.   | EC   | C  | ***    | Pfo    | R    | IA          |
| <b>Inferno</b><br>Do 6 damage to all players and all creatures  | INS  | R  | ***    | RAF    | RR5  | DK,4TH      |
| <b>Ironclaw Curse</b><br>Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness Ironclaw Curse enchants   | EC   | R  | ***    | DDe    | R    | HL          |
| <b>Ironclaw Orcs</b><br>May only block creatures of power equaling 1 or less. 2/2.  | SC   | C  | *      | AMa    | R1   | A,B,U,4TH   |
| <b>Incinerate</b><br>Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.   | INS  | C  | ****   | MPo    | R1   | IA          |
| <b>Jokulhaups</b><br>Bury all artifacts, creatures, and lands.  | SOR  | R  | ****   | RTh    | RR4  | IA          |
| <b>Joven</b><br>RRR, T: Destroy target non-creature artifact. 3/3   | SL   | C  | ***    | DSh    | RR3  | HL          |
| <b>Karplusan Giant</b><br>0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3   | SC   | U  | **     | DGe    | R6   | IA          |
| <b>Karplusan Yell</b><br>T: Karplusan Yell does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yell. 3/3   | SC   | R  | ****   | QHo    | RR3  | IA          |



| Name   | Kind | CR | Rating | Artist | Cost | Sets Found  | Name   | Kind | CR | Rating | Artist | Cost | Sets Found   | Name  | Kind | CR | Rating | Artist | Cost | Sets Found  |
|--|------|----|--------|--------|------|-------------|--|------|----|--------|--------|------|--|---|------|----|--------|--------|------|-------------|
| Description  |      |    |        |        |      |             | Description  |      |    |        |        |      |  | Description   |      |    |        |        |      |             |
| Keldon Warlord   | SC   | U  | ***    | KBr    | RR2  | A,B,U,R,4TH | Nalathni Dragon  | SC   | R  | ***    | MW     | RR2  | PR   | Primordial Ooze   | SC   | U  | **     | SeV    | R    | LG, CH      |
| Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.   |      |    |        |        |      |             | Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.   |      |    |        |        |      |  | Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1 |      |    |        |        |      |             |
| Kird Ape   | SC   | C  | ****   | KNe    | R    | AN,R        | Orc General  | SC   | U  | *      | JMy    | R2   | DM   | Pyroblast   | INT  | C  | ****   | KFo    | R    | IA          |
| Kird Ape gains +1/+2 while controller has forests in play. 1/1.  |      |    |        |        |      |             | T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.   |      |    |        |        |      |  | Counter target blue spell or destroy target blue permanent  |      |    |        |        |      |             |
| Kobold Drill Sergeant  | SC   | U  | **     | JBo    | R1   | LG          | Orcish Artillery   | SC   | U  | ***    | AMa    | RR1  | A,B,U,R,4TH  | Pyroclasm   | SOR  | U  | ****   | PMa    | R1   | IA          |
| Give all your Kobolds +0/+1 and trample. 1/2.  |      |    |        |        |      |             | T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.   |      |    |        |        |      |  | Do 2 damage to each creature.   |      |    |        |        |      |             |
| Kobold Overlord  | SC   | R  | **     | JBo    | R1   | LG          | Orcish Cannoneers  | SC   | U  | ***    | Dfr    | RR1  | IA   | Pyrotechnics  | SOR  | U  | ****   | AMa    | R4   | LG,4TH      |
| First strike. Give all your Kobolds first strike. 1/2.   |      |    |        |        |      |             | T: Does 2 damage to any target and 3 damage to you. 1/3.   |      |    |        |        |      |  | Do 4 damage divided any way among any number of targets.  |      |    |        |        |      |             |
| Kobolds of Kher Keep   | SC   | C  | *      | JBo    | 0    | LG          | Orcish Captain   | SC   | U  | *      | Mte    | R    | FE   | Quorum Trench Gnomes  | SC   | R  | ***    | Dfr    | R3   | LG          |
| 0/1.   |      |    |        |        |      |             | 1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.  |      |    |        |        |      | Raging Bull  | SC  | C    | *  | RAF    | R2     | LG   |             |
| Kobold Taskmaster  | SC   | U  | **     | RAF    | R1   | LG          | Orcish Conscripts  | SC   | C  | *      | DSh    | R    | IA   | Raging River  | EN   | R  | ***    | SeV    | RR   | A,B,U       |
| Give all your Kobolds +1/+0.1/2.   |      |    |        |        |      |             | Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.   |      |    |        |        |      | When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River. |   |      |    |        |        |      |             |
| Land's Edge  | EW   | R  | **     | BSn    | RR1  | LG, CH      | Orcish Farmer  | SC   | C  | ***    | Dfr    | RR1  | IA   | Raiding Party   | EN   | U  | ***    | QHo    | R2   | FE          |
| Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.  |      |    |        |        |      |             | T: Turn target land into a swamp until its controller's next untap phase. 2/2.   |      |    |        |        |      | Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.                          |   |      |    |        |        |      |             |
| Lava Burst   | SOR  | C  | ****   | TW     | RX   | IA          | Orcish Healer  | SC   | U  | ***    | QHo    | RR   | IA   | Red Elemental Blast   | INT  | C  | ****   | RTh    | R    | A,B,U,R,4TH |
| Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.   |      |    |        |        |      |             | RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.  |      |    |        |        |      | Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.  |   |      |    |        |        |      |             |
| Lightning Bolt   | INS  | C  | ****   | CRu    | R    | A,B,U,R,4TH | Orcish Librarian   | SC   | R  | ****   | Pfo    | R1   | IA   | Retribution   | SOR  | U  | ***    | MTe    | RR2  | HL          |
| Do 3 damage to one target.   |      |    |        |        |      |             | R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.  |      |    |        |        |      | Choose two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.   |   |      |    |        |        |      |             |
| Magnetic Mountain  | EN   | R  | ***    | SVC    | RR1  | AN,R,4TH    | Orcish Lumberjack  | SC   | C  | ***    | Dfr    | R    | IA   | Rock Hydra  | SC   | R  | ***    | JMo    | R    | A,B,U,R     |
| To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!   |      |    |        |        |      |             | T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.  |      |    |        |        |      | Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.   |   |      |    |        |        |      |             |
| Manabars   | EN   | R  | **     | CRu    | R3   | A,B,U,R,4TH | Orcish Mechanics   | SC   | C  | ***    | PVa    | R2   | AQ   | Roc of Kher Ridges  | SC   | R  | ***    | ABu    | R3   | A,B,U,R     |
| Do 1 damage to controller whenever he or she draws mana from any land.   |      |    |        |        |      |             | T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.   |      |    |        |        |      | Flying. 3/3.   |   |      |    |        |        |      |             |
| Mana Clash   | SOR  | R  | *      | MTe    | R    | DK,4TH      | Orcish Mine  | EL   | U  | ***    | KFo    | RR1  | HL   | Rukh Egg  | SC   | C  | ****   | CRu    | R3   | AN          |
| Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.  |      |    |        |        |      |             | When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed. Orcish Mine Deals 2 damage to land's controller. |      |    |        |        |      | If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3   |   |      |    |        |        |      |             |
| Mana Flare   | EN   | R  | ****   | CRu    | R2   | A,B,U,R,4TH |  |      |    |        |        |      |  |   |      |    |        |        |      |             |
| Each land produces an extra mana of its normal type whenever it is tapped for mana.  |      |    |        |        |      |             |  |      |    |        |        |      |  |   |      |    |        |        |      |             |
| Mártón Stromgold   | SL   | R  | ****   | MPo    | RR2  | IA          |  |      |    |        |        |      |  |   |      |    |        |        |      |             |
| If Mártón Stromgold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Mártón blocks, all other blocking creatures gain +*/+* until end of turn. 1/1. |      |    |        |        |      |             |  |      |    |        |        |      |  |   |      |    |        |        |      |             |



WHIP VINE



GIFT OF THE WOODS

**Whip Vine and Gift of the Woods:** The Whip Vine is a neat blocker against wimpy fliers, but the ones we all fear are powerful 4/4s or better—Serra Angel, Sengir Vampire, Mahamoti Djinn. With Gift of the Woods, your Whip Vine becomes a 1/7 blocker which gains you one life every time it blocks some unwanted guest from getting too up-close-and-personal.

|  |     |   |      |     |     |             |   |    |   |     |      |    |             |  |    |   |     |      |    |    |
|--|-----|---|------|-----|-----|-------------|---|----|---|-----|------|----|-------------|--|----|---|-----|------|----|----|
| <b>Maleo</b><br>Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked. | INS | U | **** | DWi | R4  | IA          | <b>Orcish Oriflame</b><br>All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.  | EN | U | *** | Dfr  | R3 | A,B,U,R,4TH | <b>Orcish Spy</b><br>T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVa. 1/1.   | SC | C | *** | HuLi | R  | FE |
| <b>Melting</b><br>All snow-covered lands turn into non-snow-covered lands of the same type.  | EN  | U | **   | RGa | R3  | IA          | <b>Orcish Squatters</b><br>If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3. | SC | R | *** | RKf  | R4 | IA          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |
| <b>Meleor Shower</b><br>Meleor Shower does X+1 damage divided any way you choose to any number of targets.   | SOR | C | **** | ReM | RXX | IA          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.                      | SC | C | **  | HuLi | R2 | FE          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |
| <b>Mijao Djinn</b><br>If Mijao Djinn attacks, flip a coin. If opponent wins flip, Mijao Djinn taps but does not attack. 6/3.   | SC  | R | ***  | SVC | RRR | AM,R        | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.                      | SC | C | **  | HuLi | R2 | FE          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |
| <b>Mons' Goblin Raiders</b><br>1/1.  | SC  | C | *    | JMo | R   | A,B,U,R,4TH | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.                      | SC | C | **  | HuLi | R2 | FE          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |
| <b>Mountain Goat</b><br>Mountainwalk. 1/1.   | SC  | C | ***  | CBr | R   | IA          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.                      | SC | C | **  | HuLi | R2 | FE          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |
| <b>Mountain Yeti</b><br>Mountainwalk, protection from white. 3/3.  | SC  | C | **** | Dfr | RR2 | LG, CH      | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.                      | SC | C | **  | HuLi | R2 | FE          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |
| <b>Mudslide</b><br>Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.   | EN  | R | **   | BSn | R2  | IA          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.                      | SC | C | **  | HuLi | R2 | FE          | <b>Orcish Veteran</b><br>Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2. | SC | C | **  | HuLi | R2 | FE |

|                       |                  |                      |                        |                 |                  |               |                    |
|-----------------------|------------------|----------------------|------------------------|-----------------|------------------|---------------|--------------------|
| */- Restricted/Banned | ART Artifact     | CU Cumulative Upkeep | EC Enchant Creature    | EL Enchant Land | EW Enchant Wield | INT Intersuit | SC Summon Creature |
| AC Artifact Creature  | CR Current Party | EA Enchant Artifact  | EE Enchant Enchantment | EN Enchantment  | INS Instant      | LAN Land      | SOR Sorcery        |



# players guide

| Name                      | Description   | Kind | CR | Rating | Artist | Cost | Sets Found  |
|---------------------------|---|------|----|--------|--------|------|-------------|
| <b>Vertigo</b>            | Do 2 damage to target flying creature, which loses flying until end of turn.  | INS  | U  | ●●●    | Dtu    | R    | IA          |
| <b>Wall of Dust</b>       | Creatures blocked by Wall may not attack during opponent's next turn. 1/4.  | SC   | U  | ●●     | Rth    | R2   | LG, 4TH     |
| <b>Wall of Earth</b>      | 0/6.  | SC   | C  | ●●●●   | Rth    | R1   | LG          |
| <b>Wall of Fire</b>       | R. +1/+0. 0/5.  | SC   | U  | ●●●    | Rth    | RR1  | A,B,U,R,4TH |
| <b>Wall of Heat</b>       | 2/6.  | SC   | C  | ●●●    | Rth    | R2   | LG, CH      |
| <b>Wall of Lava</b>       | R. +1/+1 until end of turn. 1/3.  | SC   | U  | ●●●    | PVe    | RR1  | IA          |
| <b>Wall of Opposition</b> | 1: +1/+0 until end of turn. 0/6.  | SC   | U  | ●●●    | HMc    | RR3  | LG, CH      |
| <b>Wall of Stone</b>      | 0/8.  | SC   | U  | ●●●    | Dfr    | RR1  | A,B,U,R,4TH |
| <b>Wheel of Fortune</b>   | All players must discard their hands and draw seven new cards.  | SOR  | R  | ●●●●●  | DGe    | R2   | A,B,U,R     |
| <b>Windseeker Centaur</b> | Does not tap to attack. 2/2.  | SC   | R  | ●●●    | AMo    | RR1  | BOOK        |
| <b>Winds of Change</b>    | All players must shuffle their hands into their libraries, then draw as many cards as they originally had.  | SOR  | R  | ●●●    | JHa    | R    | LG, 4TH     |
| <b>Winter Sky</b>         | Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card. | SOR  | R  | ●●     | MUG    | R    | HL          |
| <b>Word of Blasting</b>   | Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.   | INS  | U  | ●●●    | KMe    | R1   | IA          |
| <b>Ydwen Effreet</b>      | Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Effreet blocks. 3/6.  | SC   | R  | ●●     | Dtu    | RRR  | AN          |

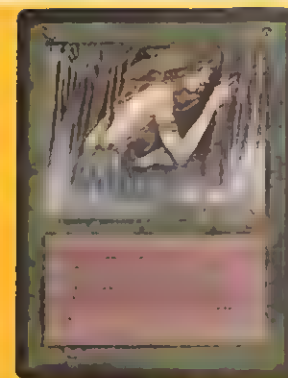
## WHITE

|  |     |   |       |     |      |             |
|--|-----|---|-------|-----|------|-------------|
| <b>Abbey Gargoyles</b>   | SC  | U | ●●●●  | CRu | WWW2 | HL          |
| Flying. Protection from red. 3/4.  |     |   |       |     |      |             |
| <b>Abbey Matriarch</b>   | SC  | C | ●●●   | MKG | ZWW  | HL          |
| W. T: +0/+3 till end of turn. 1/3. (Two versions)  |     |   |       |     |      |             |
| <b>Abu Ja'far</b>  | SC  | U | ●●●●  | KMe | W    | AN, CH      |
| If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.        |     |   |       |     |      |             |
| <b>Adarkar Unicorn</b>   | SC  | C | ●●●   | QHo | WW1  | IA          |
| T: Add either U or I to your mana pool. This mana can only be used for cumulative upkeep. 2/2.                               |     |   |       |     |      |             |
| <b>Akron Legionnaire</b>   | SC  | R | ●     | MPo | WW6  | LG, CH      |
| Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.  |     |   |       |     |      |             |
| <b>Alabaster Potion</b>  | INS | C | ●●●●  | HMc | WWX  | LG, 4TH     |
| Give target player X life or prevent X damage to target creature or player.  |     |   |       |     |      |             |
| <b>Amrou Kithkin</b>   | SC  | C | ●●    | QHo | WW   | LG, 4TH     |
| Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.                |     |   |       |     |      |             |
| <b>Angelic Voices</b>  | EN  | R | ●●●●  | JBa | WW2  | LG, CH      |
| Give all your creatures +1/+1 if you control only white or artifact creatures.   |     |   |       |     |      |             |
| <b>Angry Mob</b>   | SC  | U | ●●●●  | Dtu | WW2  | DK, 4TH     |
| Trample. During Angry Mob's controller's turn, "total number of swamps all opponents control. Otherwise, "0. 2+*/2+*         |     |   |       |     |      |             |
| <b>Animate Wall</b>  | EC  | R | ●●    | Dfr | W    | A,B,U,R,4TH |
| Target wall may now attack.  |     |   |       |     |      |             |
| <b>Arctic Foxes</b>  | SC  | C | ●●    | MPo | W1   | IA          |
| If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1. |     |   |       |     |      |             |
| <b>Arson's Aura</b>  | EN  | C | ●●    | Nla | W2   | IA          |
| W: Sacrifice an enchantment to destroy another enchantment. 3UU. Counter an enchantment as it is being cast.                 |     |   |       |     |      |             |
| <b>Argvian Archaeologist</b>   | SC  | R | ●●●●● | AWo | WW1  | AO          |
| 2. T: Bring an artifact from your graveyard to your hand. 1/1.   |     |   |       |     |      |             |
| <b>Argvian Blacksmith</b>  | SC  | C | ●●    | KKa | WW1  | AO          |
| T: Negotiate 2 damage to target artifact creature. 2/2.  |     |   |       |     |      |             |
| <b>Armageddon</b>  | SOR | R | ●●●●● | JMy | W3   | A,B,U,R,4TH |
| Destroy all lands in play.   |     |   |       |     |      |             |
| <b>Armor of Faith</b>  | EC  | C | ●●●   | AMa | W    | IA          |
| Target creature gains +1/+1. W: +0/-1.   |     |   |       |     |      |             |
| <b>Army of Allah</b>   | INS | C | ●●●●  | BSn | WW1  | AN          |
| +2/+0 to all attacking creatures until end of turn.  |     |   |       |     |      |             |

| Name                     | Description   | Kind | CR | Rating | Artist | Cost | Sets Found  |
|--------------------------|---|------|----|--------|--------|------|-------------|
| <b>Artifact Ward</b>     | Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.                 | EC   | C  | ●●     | DSh    | W    | AO          |
| <b>Aysen Bureaucrats</b> | Top target creature with power no greater than 2. 1/1.  | SC   | C  | ●●●    | ARa    | W1   | HL          |
| <b>Aysen Crusader</b>    | X equals number of heroes in play. 2+X/2+X.   | SC   | R  | ●●     | Nth    | WW2  | HL          |
| <b>Aysen Highway</b>     | All white creatures gain plainswalk.  | EN   | R  | ●●●    | Nth    | WWW3 | HL          |
| <b>Balance</b>           | All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively. | SOR  | R  | ●●●●●  | MPo    | W1   | A,B,U,R,4TH |
| <b>Battle Cry</b>        | Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.   | INS  | U  | ●●●    | DSh    | W2   | IA          |
| <b>Beast Walkers</b>     | G Bonding until end of turn. 1/1.   | SC   | R  | ●●     | Hfu    | WW1  | HL          |
| <b>Benalish Hero</b>     | Bonds. 1/1.   | SC   | C  | ●●●    | DSh    | W    | A,B,U,R,4TH |
| <b>Black Scarab</b>      | Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.   | EC   | U  | ●●●    | KFo    | W    | IA          |
| <b>Block Ward</b>        | Target creature gains protection from black.  | EC   | U  | ●●●    | Dfr    | W    | A,B,U,R,4TH |
| <b>Blaze of Glory</b>    | Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.                                 | INS  | R  | ●●     | Rth    | W    | A,B,U       |



PHELDDAGRIF



NATURE'S CHOSEN

|   |     |   |       |     |     |                 |
|---|-----|---|-------|-----|-----|-----------------|
| <b>Blessed Wine</b>   | INS | C | ●●    | KFo | W1  | IA              |
| Gain 1 life. Draw a card at the beginning of the next turn.   |     |   |       |     |     |                 |
| <b>Blessing</b>   | EC  | R | ●●●●  | JBa | WW  | A,B,U,R,4TH     |
| W +1/+1.  |     |   |       |     |     |                 |
| <b>Blinking Spirit</b>  | SC  | R | ●●●●● | LWi | W3  | IA              |
| 0: Blinking Spirit returns to its owner's hand. 2/2.  |     |   |       |     |     |                 |
| <b>Blood of the Martyr</b>  | INS | U | ●     | CRu | WWW | DK, CH          |
| Until end of turn, you may redirect damage done to your creatures to yourself instead.  |     |   |       |     |     |                 |
| <b>Blue Scarab</b>  | EC  | U | ●●●   | AWo | W   | IA              |
| Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.   |     |   |       |     |     |                 |
| <b>Blue Ward</b>  | EC  | U | ●●●   | Dfr | W   | A,B,U,R,4TH     |
| Target creature gains protection from blue.   |     |   |       |     |     |                 |
| <b>Brainwash</b>  | EC  | C | ●●    | PVe | W   | DK, 4TH         |
| Target creature may not attack unless its controller spends 3 other requirements for the creature to attack must also be met.   |     |   |       |     |     |                 |
| <b>Call to Arms</b>   | EN  | R | ●●●   | RGo | W1  | IA              |
| Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color. |     |   |       |     |     |                 |
| <b>Camel</b>  | SC  | C | ●     | Sev | W   | AN              |
| Bands: Camel gives immunity to Desert damage to all those bonded with it. 0/1.  |     |   |       |     |     |                 |
| <b>Caribou Range</b>  | EL  | R | ●●●●  | Rtp | WW2 | IA              |
| WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.  |     |   |       |     |     |                 |
| <b>Castle</b>   | EN  | U | ●●●   | DWi | W3  | A,B,U,R,4TH     |
| Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.   |     |   |       |     |     |                 |
| <b>Circle of Protection: Artifacts</b>  | EN  | U | ●●●●  | PVe | W1  | AO, 4TH         |
| 2. Prevent all damage against you from an artifact source.  |     |   |       |     |     |                 |
| <b>Circle of Protection: Black</b>  | EN  | C | ●●●●  | JMy | W1  | A,B,U,R,4TH, IA |
| 1. Prevent all damage to you from one black source.   |     |   |       |     |     |                 |
| <b>Circle of Protection: Blue</b>   | EN  | C | ●●●   | DWi | W1  | A,B,U,R,4TH, IA |
| 1. Prevent all damage to you from one blue source.  |     |   |       |     |     |                 |

| Name                               | Description   | Kind | CR | Rating | Artist | Cost | Sets Found      |
|------------------------------------|---|------|----|--------|--------|------|-----------------|
| <b>Circle of Protection: Green</b> | 1: Prevent all damage to you from one green source.   | EN   | C  | ●●●●   | Sev    | W1   | A,B,U,R,4TH, IA |
| <b>Circle of Protection: Red</b>   | 1. Prevent all damage to you from one red source.   | EN   | C  | ●●●●   | MTe    | W1   | A,B,U,R,4TH, IA |
| <b>Circle of Protection: White</b> | 1. Prevent all damage to you from one white source.   | EN   | C  | ●●●●   | DSh    | W1   | A,B,U,R,4TH, IA |
| <b>Cleanse</b>                     | Destroy all black creatures in play.  | SOR  | R  | ●●●●   | Pfo    | WW2  | LG              |
| <b>Cleansing</b>                   | All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved. | SOR  | R  | ●●●●   | PVe    | WWW  | DK              |
| <b>Clergy of the Holy Nimbus</b>   | If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.                                 | SC   | C  | ●●     | DGe    | W    | LG              |
| <b>Cold Snap</b>                   | CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls. | EN   | U  | ●●●●   | RGo    | W2   | IA              |
| <b>Combat Medic</b>                | W1: Prevent 1 damage to a player or creature. Artists: EBe, 1Do, AMa SVC 0/2.   | SC   | C  | ●●●●   | MJa    | W2   | FE              |
| <b>Consecrate Land</b>             | Target land is immune from all effects that would destroy it.   | EL   | U  | ●●●●   | JMe    | W    | A,B,U           |
| <b>Conversion</b>                  | All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.                                    | EN   | U  | ●●●●   | JMy    | WW2  | A,B,U,R,4TH     |
| <b>Cooperation</b>                 | Target creature gains bonding.  | EC   | C  | ●●●    | Pfo    | W2   | IA              |
| <b>Crusade</b>                     | All white creatures gain +1/+1.   | EN   | R  | ●●●●   | MPo    | WW   | A,B,U,R,4TH     |

**Phelddagrif and Nature's Chosen:** The Phelddagrif can fly, trample, unsummon itself; it's a dessert topping, it's a floor wax... Use Nature's Chosen on it and it can untap itself after the attack so you can use it as an Infuse. Everyone has a deep-seeded human need to play with flying purple hippos. Don't deny yourself. Play with the Hippo. Be the Hippo.

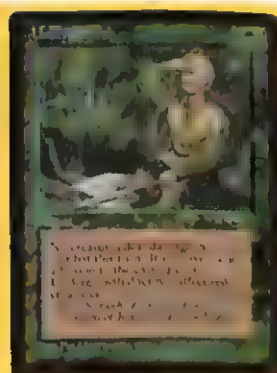
|  |     |   |       |     |      |                 |
|--|-----|---|-------|-----|------|-----------------|
| <b>D'Avenant Archer</b>  | SC  | C | ●●●   | DSh | W2   | LG, CH          |
| T: Do 1 damage to attacking or blocking creature. 1/2.   |     |   |       |     |      |                 |
| <b>Dampening Field</b>   | EN  | U | ●     | JHa | W2   | AO              |
| No one may untap more than one artifact in each of his or her own untap phases.  |     |   |       |     |      |                 |
| <b>Death Speakers</b>  | SC  | U | ●●●   | DSh | W    | HL              |
| W. Protection from black. 1/1.   |     |   |       |     |      |                 |
| <b>Death Ward</b>  | INS | C | ●●●   | HMc | W    | A,B,U,R,4TH, IA |
| Regenerates target creature.   |     |   |       |     |      |                 |
| <b>Disenchant</b>  | INS | C | ●●●●● | BSn | W1   | A,B,U,R,4TH, IA |
| Destroy target enchantment or artifact.  |     |   |       |     |      |                 |
| <b>Divine Intervention</b>   | EN  | R | ●●●●  | AWo | WW6  | LG              |
| Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.   |     |   |       |     |      |                 |
| <b>Divine Offering</b>   | INS | C | ●●●●  | JMe | W1   | LG              |
| Destroy target artifact, gaining life equaling casting cost of artifact.   |     |   |       |     |      |                 |
| <b>Divine Transformation</b>   | EC  | U | ●●●●  | Nth | WW2  | LG, 4TH         |
| Give target creature +3/+3.  |     |   |       |     |      |                 |
| <b>Drought</b>   | EN  | U | ●●●●● | Nth | WW2  | IA              |
| During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect. |     |   |       |     |      |                 |
| <b>Dust to Dust</b>  | SOR | C | ●●●●  | Dtu | WW1  | DK              |
| Remove any two target artifacts from the game.   |     |   |       |     |      |                 |
| <b>Elder Land Wurm</b>   | SC  | R | ●●●   | QHo | WWW4 | LG, 4TH         |
| Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.   |     |   |       |     |      |                 |
| <b>Elvish Healer</b>   | SC  | C | ●●●   | REm | W2   | IA              |
| T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.  |     |   |       |     |      |                 |
| <b>Enchanted Being</b>   | SC  | C | ●     | DSh | WW1  | LG              |
| Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.   |     |   |       |     |      |                 |
| <b>Enduring Renewal</b>  | EN  | R | ●●●●● | HMc | WW2  | IA              |
| Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.   |     |   |       |     |      |                 |



| Name<br>Description  | Kind | CR | Rating | Artist | Cost | Sets Found | Name<br>Description  | Kind | CR | Rating | Artist | Cost | Sets Found |
|--|------|----|--------|--------|------|------------|--|------|----|--------|--------|------|------------|
| <b>Energy Storm</b><br>CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.                               | EN   | R  | ●●●    | Sev    | W1   | IA         | <b>Holy Armor</b><br>Target creature gains +0/+2. W: +0/+1.  | EC   | C  | ●●     | MBa    | W    | ABUR,4TH   |
| <b>Equinox</b><br>Top target land to counter a spell that destroys your land (play as an interrupt).   | EL   | C  | ●      | SVC    | W    | LG         | <b>Holy Day</b><br>Creatures attack and block as normal but deal no damage.  | INS  | C  | ●●     | JHo    | W    | LG         |
| <b>Exorcist</b><br>W1, T: Destroy target black creature. 1/1.  | SC   | R  | ●●     | Dtu    | WW   | DK         | <b>Holy Light</b><br>Give all non-white creatures -1/-1 until end of turn.   | INS  | C  | ●      | Dtu    | W2   | DK         |
| <b>Eye for an Eye</b><br>Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.   | INS  | R  | ●●●    | MfO    | WW   | AN,R,4TH   | <b>Holy Strength</b><br>Target creature gains +1/+2.   | EC   | C  | ●●     | AMa    | W    | ABUR,4TH   |
| <b>Farmstead</b><br>Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.   | EL   | R  | ●      | MpO    | WWW  | ABUR       | <b>Iceborn Infantry</b><br>1. Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSH, Dtu. 1/1.  | SC   | C  | ●      | MuB    | W    | FE         |
| <b>Farrel's Mantle</b><br>If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.         | EC   | U  | ●●●    | AWa    | W2   | FE         | <b>Iceborn Javelineers</b><br>When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBa, SKi. 1/1.  | SC   | C  | ●●     | MuB    | W    | FE         |
| <b>Farrel's Zealot</b><br>If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBa, RKF. 2/2                   | SC   | C  | ●●     | MuB    | WW1  | FE         | <b>Iceborn Lieutenant</b><br>W1: Give target Soldier +1/+0 until end of turn. 1/2.   | SC   | R  | ●      | PVa    | WW   | FE         |
| <b>Farrelite Priest</b><br>1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.  | SC   | U  | ●      | PfO    | WW1  | FE         | <b>Iceborn Moneychanger</b><br>Lose 3 life when casting and put 3 counters on Iceborn Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBa, Dtu. 0/2. | SC   | C  | ●●     | MuB    | W    | FE         |
| <b>Fasting</b><br>Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.                                      | EN   | U  | ●      | DSH    | W    | DK         | <b>Iceborn Phalanx</b><br>Bands. 2/4.  | SC   | U  | ●●     | KfO    | W4   | FE         |
| <b>Festival</b><br>Opponent may not declare an attack this turn. Play during opponent's upkeep.  | INS  | C  | ●●     | MpO    | W    | DK         | <b>Iceborn Priest</b><br>WW1: Make target creature +1/+1 until end of turn. 1/1.   | SC   | U  | ●●     | Dtu    | W    | FE         |
| <b>Fire and Brimstone</b><br>Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack this turn.                               | INS  | U  | ●      | JHo    | WW3  | DK         | <b>Iceborn Scout</b><br>1, T: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSH. 1/1.   | SC   | C  | ●●●    | MuB    | W    | FE         |
| <b>Formation</b><br>Give target creature banding until end of turn. Draw a card at the beginning of the next turn.   | INS  | R  | ●      | KMo    | W1   | IA         | <b>Iceborn Skirmishers</b><br>Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.  | SC   | R  | ●●     | HHu    | W3   | FE         |
| <b>Fortified Area</b><br>Give all your walls +1/+0 and banding.  | EN   | C  | ●      | RAF    | WW1  | LG         | <b>Iceborn Town</b><br>Put 4 Citizen tokens, which are 1/1 white creatures, in play.   | SOR  | R  | ●●●    | TWa    | W5   | FE         |
| <b>Fylgia</b><br>Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.  | EC   | C  | ●●     | EBe    | W    | IA         | <b>Indestructible Aura</b><br>Reduce to 0 all damage dealt to target creature until end of turn.   | INS  | C  | ●●     | MpO    | W    | LG         |
| <b>General Jarkeld</b><br>T: Exchange two blocking creatures without creating an illegal block. 1/2  | SC   | R  | ●●     | Rth    | W3   | IA         | <b>Infinite Authority</b><br>After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.   | EC   | R  | ●●     | DSH    | WWW  | LG, CH     |
| <b>Glyph of Life</b><br>Add to your life points damage done to target wall by attacking creatures.   | INS  | C  | ●      | SVC    | W    | LG         | <b>Island Sanctuary</b><br>If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.   | EN   | R  | ●●     | MpO    | W1   | ABUR,4TH   |
| <b>Great Defender</b><br>Give target creature +0/+X until end of turn, where X is the creature's casting cost.   | INS  | U  | ●      | MpO    | W    | LG         | <b>Ivory Guardians</b><br>Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3.   | SC   | U  | ●●     | MBa    | WW4  | LG, CH     |
| <b>Great Wall</b><br>Creatures with plainwalk may be blocked.  | EN   | U  | ●      | Sev    | W2   | LG         | <b>Jihad</b><br>+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.   | EN   | R  | ●●●    | BSn    | WWW  | AN         |
| <b>Greater Realm of Preservation</b><br>W1: Prevent all damage to you from a red or black source.  | EN   | U  | ●●●    | Nth    | W1   | LG         | <b>Justice</b><br>Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.  | EN   | U  | ●●●    | RtP    | WW2  | IA         |
| <b>Green Scarab</b><br>Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.   | EC   | U  | ●●     | Nle    | W    | IA         | <b>Karma</b><br>Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.  | EN   | U  | ●●●    | Rth    | WW2  | ABUR,4TH   |
| <b>Green Ward</b><br>Target creature gains protection from green.  | EC   | U  | ●●     | Df     | W    | ABUR,4TH   |  |      |    |        |        |      |            |
| <b>Guardian Angel</b><br>Negate X damage dealt to a target. Psst: put this card next to Paralyze.  | INS  | C  | ●●     | AMa    | WX   | ABUR       |  |      |    |        |        |      |            |
| <b>Hallowed Ground</b><br>WW: Return a non-snow-covered land you control to its owner's hand.  | EN   | U  | ●      | DSH    | W1   | IA         |  |      |    |        |        |      |            |
| <b>Hand of Justice</b><br>T: Top 3 target white creatures you control to destroy any target creature. 2/6  | SC   | R  | ●●●    | MBa    | W5   | FE         |  |      |    |        |        |      |            |
| <b>Hazduhr the Abbot</b><br>X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.   | SC   | R  | ●●     | Df     | WW3  | HL         |  |      |    |        |        |      |            |
| <b>Heal</b><br>Prevent 1 damage to any target. Draw a card at the beginning of the next turn.  | INS  | C  | ●      | MTa    | W    | IA         |  |      |    |        |        |      |            |
| <b>Healing Salve</b><br>Gain 3 life, or negate up to 3 damage dealt to a target.   | INS  | C  | ●●     | Df     | W    | ABUR,4TH   |  |      |    |        |        |      |            |
| <b>Heaven's Gate</b><br>Change the color of one or more target creatures to white until end of turn.   | INS  | U  | ●      | DSH    | W    | LG         |  |      |    |        |        |      |            |
| <b>Heroborn</b><br>Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally. | EN   | U  | ●      | MpO    | W2   | FE         |  |      |    |        |        |      |            |
| <b>Hipparian</b><br>Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.  | SC   | U  | ●      | DW1    | W1   | IA         |  |      |    |        |        |      |            |



BALDUVIAN HORDE



UNDERGROWTH

**Balduvian Horde and Undergrowth:** Juzem's last brother is a big, bad 5/5 which can be mighty hard to get rid of. When your enemy finally gets enough blockers to kill the Hordes, use Undergrowth. That way, the Hordes will do their five points of whackage, while the blockers won't be able to hurt your beloved monstrosity in return. Just make sure your opponent's not playing red too.

|  |    |   |      |     |     |        |  |     |   |      |     |     |         |
|--|----|---|------|-----|-----|--------|--|-----|---|------|-----|-----|---------|
| <b>Keepers of the Faith</b><br>2/3.  | SC | C | ●●   | DGe | WW1 | LG, CH | <b>Miracle Worker</b><br>T: Destroy target enchantment on one of your creatures. 1/1 | SC  | C | ●●●  | RSp | W   | DK      |
| <b>Kelsinko Ranger</b><br>W1: One green creature gains first strike until end of turn. 1/1 | SC | C | ●    | MpO | W   | IA     | <b>Moat</b><br>Non-flying creatures cannot attack.                                   | EN  | R | ●●●● | JHo | WW2 | LG      |
| <b>King Suleiman</b><br>T: Destroy an Effect or Djinn. 1/1.                                | SC | R | ●●   | MpO | W1  | AN     | <b>Moorish Cavalry</b><br>Trample. 3/3.  | SC  | C | ●●●  | DW1 | WW2 | AN      |
| <b>Kismet</b><br>All opponent's creatures, lands, and artifacts enter play tapped.         | EN | U | ●●●● | KfO | W3  | LG,4TH | <b>Morale</b><br>Give all attacking creatures +1/+1 until end of turn.               | INS | C | ●●   | MpO | WW1 | OK, 4TH |

● = Restricted/Banned  
AC: Artifact Creature

ARE: Artifact  
CR: Current Rarity

CL: Cumulative Upkeep  
EA: Enchant Artifact

EC: Enchant Creature  
EE: Enchant Enchantment

EL: Enchant Land  
EN: Enchantment

EW: Enchant World  
INS: Instant

INT: Interrupt  
LAN: Land

SC: Summon Creature  
SOR: Sorcery



## players guide

| Name   | Kind | CR | Rating | Artist | Cost | Sets Found |
|--|------|----|--------|--------|------|------------|
| <b>Northern Paladin</b>  | SC   | R  | ◆◆◆◆   | DSh    | WW2  | ABU,4TH    |
| WW, T. Destroy a black card in play. 3/3.  |      |    |        |        |      |            |
| <b>Order of Leitbur</b>  | SC   | C  | ◆◆◆◆◆  | Audi   | WW   | FE         |
| Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists. RAF. BWa (two versions). 2/1.  |      |    |        |        |      |            |
| <b>Order of the Sacred Torch</b>   | SC   | R  | ◆◆◆◆   | Rtp    | WW1  | IA         |
| T: Sacrifice 1 life to counter a black spell. 2/2  |      |    |        |        |      |            |
| <b>Order of the White Shield</b>   | SC   | U  | ◆◆◆◆   | Rtp    | WW   | IA         |
| Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.  |      |    |        |        |      |            |
| <b>Oasi Vultures</b>   | SC   | U  | ◆      | Dfr    | W1   | LG,4TH     |
| Flying. After a turn in which a creature went to the graveyard, add a counter to Oasi Vultures. Remove 2 counters to make Oasi Vultures +1/+1 until end of turn. 1/1.  |      |    |        |        |      |            |
| <b>Peafowl Unicorn</b>   | SC   | C  | ◆      | CBr    | W2   | ABU,4TH    |
| 2/2.   |      |    |        |        |      |            |
| <b>Personal Incarnation</b>  | SC   | R  | ◆◆     | KBr    | WW3  | ABU,4TH    |
| If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6  |      |    |        |        |      |            |
| <b>Petra Sphinx</b>  | SC   | R  | ◆◆     | Sev    | WW2  | LG, CH     |
| T. Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.   |      |    |        |        |      |            |
| <b>Piety</b>   | INS  | C  | ◆◆     | Mfo    | W2   | AN,4TH     |
| +0/+3 to all defending creatures until end of turn.  |      |    |        |        |      |            |
| <b>Pikemen</b>   | SC   | C  | ◆◆     | DDe    | W1   | DK,4TH     |
| Banding, first strike. 1/1.  |      |    |        |        |      |            |
| <b>Preacher</b>  | SC   | R  | ◆◆◆◆   | QHo    | WW1  | DK         |
| T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.  |      |    |        |        |      |            |
| <b>Presence of the Master</b>  | EN   | U  | ◆◆     | Pfo    | W3   | LG         |
| Counter all new enchantments cast whenever Presence of the Master is in play.  |      |    |        |        |      |            |
| <b>Prismatic Ward</b>  | EC   | C  | ◆◆     | LWi    | W1   | IA         |
| Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.  |      |    |        |        |      |            |
| <b>Prophecy</b>  | SOR  | C  | ◆◆     | CRu    | W    | HL         |
| Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.   |      |    |        |        |      |            |
| <b>Purelace</b>  | INT  | R  | ◆◆     | Sev    | W    | ABU,4TH    |
| Change the color of one card being played or in play to white.   |      |    |        |        |      |            |
| <b>Rally</b>   | INS  | C  | ◆◆     | Hfu    | WW   | IA         |
| All blocking creatures gain +1/+1 until end of turn.   |      |    |        |        |      |            |
| <b>Rapid Fire</b>  | INS  | R  | ◆◆     | JHo    | W3   | LG         |
| Give target creature first strike and rampage: 2 until end of turn. Play before defense is chosen.   |      |    |        |        |      |            |
| <b>Rashka the Slayer</b>   | SC   | U  | ◆◆     | CRu    | WW3  | HL         |
| Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3   |      |    |        |        |      |            |
| <b>Red Scarab</b>  | EC   | U  | ◆◆     | Sev    | W    | IA         |
| Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.  |      |    |        |        |      |            |
| <b>Red Ward</b>  | EC   | U  | ◆◆◆◆   | Dfr    | W    | ABU,4TH    |
| Target creature gains protection from red.   |      |    |        |        |      |            |
| <b>Remove Enchantments</b>   | INS  | C  | ◆◆     | BSn    | W    | LG         |
| Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed. |      |    |        |        |      |            |
| <b>Repentant Blacksmith</b>  | SC   | C  | ◆◆◆◆   | DTu    | W1   | AN, CH     |
| Protection from red. 1/2.  |      |    |        |        |      |            |
| <b>Resurrection</b>  | SOR  | U  | ◆◆◆◆   | DWi    | WW2  | ABU,4TH    |
| Take a creature from your graveyard and put it directly into play as if just summoned.   |      |    |        |        |      |            |
| <b>Reverse Damage</b>  | INS  | R  | ◆◆◆◆   | DWi    | WW1  | ABU,4TH    |
| All damage you have taken from any one source is added to, not subtracted from, your life total.   |      |    |        |        |      |            |
| <b>Reverse Polarity</b>  | INS  | C  | ◆◆     | JHo    | WW   | AD,R       |
| All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.  |      |    |        |        |      |            |
| <b>Righteous Avengers</b>  | SC   | U  | ◆◆     | Hfu    | W4   | LG         |
| Plainswalk. 3/1.   |      |    |        |        |      |            |
| <b>Righteousness</b>   | INS  | R  | ◆◆     | DSh    | W    | ABU,4TH    |
| Target defending creature gets +7/+7 until end of turn.  |      |    |        |        |      |            |
| <b>Sacred Boon</b>   | INS  | U  | ◆◆◆◆   | ARu    | W1   | IA         |
| Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.   |      |    |        |        |      |            |

| Name  | Kind | CR | Rating | Artist | Cost | Sets Found |
|---|------|----|--------|--------|------|------------|
| <b>Samite Alchemist</b>   | SC   | C  | ◆◆     | TWu    | W3   | HL         |
| WW, T. Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2. (Two versions)                     |      |    |        |        |      |            |
| <b>Samite Healer</b>  | SC   | C  | ◆◆     | TWu    | W1   | ABU,4TH    |
| T: Prevent 1 damage to any target. 1/1  |      |    |        |        |      |            |
| <b>Savannah Lions</b>   | SC   | R  | ◆◆◆◆   | DGe    | W    | ABU,4TH    |
| 2/1.  |      |    |        |        |      |            |
| <b>Seeker</b>   | EC   | C  | ◆◆     | MPo    | WW2  | LG,4TH     |
| Target creature may only be blocked by white or artifact creatures.   |      |    |        |        |      |            |
| <b>Seraph</b>   | SC   | R  | ◆◆◆◆   | CRu    | W6   | IA         |
| Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4 |      |    |        |        |      |            |
| <b>Serra Angel</b>  | SC   | U  | ◆◆◆◆   | DSh    | WW3  | ABU,4TH    |
| Flying. Does not tap to attack. 4/4   |      |    |        |        |      |            |
| <b>Serra Aviator</b>  | EW   | R  | ◆◆◆◆   | Nle    | W3   | HL         |
| All creatures with flying get +1/+1   |      |    |        |        |      |            |
| <b>Serra Bestiary</b>   | EC   | C  | ◆◆     | AMo    | WW   | HL         |
| Play WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.                       |      |    |        |        |      |            |



**Misinformation:** There are a million and one great uses for this powerful new card.

Whatever your opponent is doing for, you can make sure it will take him a little longer to find it. Whether your victim needs a Disenchant, creature, spell or whatever, this potent little beauty will buy you some time. And in Magic, a few turns can make all the difference!

|   |     |   |      |     |     |            |
|---|-----|---|------|-----|-----|------------|
| <b>Serra Inquisitors</b>  | SC  | U | ◆◆   | DDe | W4  | HL         |
| If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.   |     |   |      |     |     |            |
| <b>Serra Paladin</b>  | SC  | C | ◆◆   | Pfo | WW2 | HL         |
| T: Prevent 1 damage to any creature or player. WW1, T. Attacking does not cause target creature to tap this turn. 2/2   |     |   |      |     |     |            |
| <b>Shahrazad</b>  | SOR | R | ◆◆   | Kfo | WW  | AN         |
| Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.   |     |   |      |     |     |            |
| <b>Shield Bearer</b>  | SC  | C | ◆◆   | Dfr | W1  | IA         |
| Banding. 0/3  |     |   |      |     |     |            |
| <b>Shield Wall</b>  | INS | U | ◆◆   | DSh | W1  | LG, CH     |
| Give all your creatures +0/+2 until end of turn.  |     |   |      |     |     |            |
| <b>Snow Hound</b>   | SC  | U | ◆◆   | PMo | W2  | IA         |
| T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1   |     |   |      |     |     |            |
| <b>Soraya the Fakemon</b>   | SL  | R | ◆◆   | DDe | WW1 | HL         |
| Artifacts get +1/+1 W1 Target fakemon gains banding until the end of turn. 2/2.   |     |   |      |     |     |            |
| <b>Spirit Link</b>  | EC  | U | ◆◆◆◆ | Kfo | W   | LG,4TH     |
| Take 1 life for every point of damage target creature does.   |     |   |      |     |     |            |
| <b>Spiritual Sanctuary</b>  | EN  | R | ◆◆   | AWu | WW2 | LG         |
| Any player controlling plains takes 1 life during his or her upkeep.  |     |   |      |     |     |            |
| <b>Squire</b>   | SC  | C | ◆    | DDe | W1  | DK         |
| 1/2   |     |   |      |     |     |            |
| <b>Swords to Plowshares</b>   | INS | U | ◆◆◆◆ | Kfo | W   | ABU,4TH,IA |
| Remove target creature from game. Creature's controller gains life points equal to the creature's power.  |     |   |      |     |     |            |
| <b>Thunder Spirit</b>   | SC  | R | ◆◆◆◆ | RAF | WW1 | LG         |
| Flying, first strike. 2/2   |     |   |      |     |     |            |
| <b>Titivador's Crusade</b>  | SOR | U | ◆    | DDe | WW1 | DK         |
| All Goblins are destroyed.  |     |   |      |     |     |            |
| <b>Trade Caravan</b>  | SC  | C | ◆    | Kfo | W   | HL         |
| During your upkeep, put a currency counter on Trade Caravan. Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1 (Two versions) |     |   |      |     |     |            |

| Name   | Kind | CR | Rating | Artist | Cost | Sets Found |
|--|------|----|--------|--------|------|------------|
| <b>Trute</b>   | INS  | R  | ◆◆     | MBu    | W2   | HL         |
| Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.  |      |    |        |        |      |            |
| <b>Tundra Wolves</b>   | SC   | C  | ◆◆◆    | QHo    | W    | LG,4TH     |
| First strike. 1/1  |      |    |        |        |      |            |
| <b>Veteran Bodyguard</b>   | SC   | R  | ◆◆◆◆   | DSh    | WW3  | ABU,4TH    |
| Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5   |      |    |        |        |      |            |
| <b>Visions</b>   | SOR  | U  | ◆◆     | Nth    | W    | LG,4TH     |
| Look at the top five cards of any library, then reshuffle it if you so choose.   |      |    |        |        |      |            |
| <b>Wall of Caltrops</b>  | SC   | C  | ◆◆     | BSn    | W1   | LG         |
| If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1                           |      |    |        |        |      |            |
| <b>Wall of Light</b>   | SC   | U  | ◆◆     | Rth    | W2   | LG         |
| Protection from black. 1/5   |      |    |        |        |      |            |
| <b>Wall of Swords</b>  | SC   | U  | ◆◆◆◆   | AlTe   | W3   | ABU,4TH    |
| Flying. 3/5  |      |    |        |        |      |            |
| <b>War Elephant</b>  | SC   | C  | ◆◆◆◆   | KBr    | W3   | AN, CH     |
| Bands, trample. 2/2  |      |    |        |        |      |            |
| <b>Warning</b>   | INS  | C  | ◆      | PMo    | W    | IA         |
| Target attacking creature does no damage in combat this turn.  |      |    |        |        |      |            |
| <b>White Knight</b>  | SC   | U  | ◆◆◆◆   | DGe    | WW   | ABU,4TH    |
| Protection from black, first strike. 2/2   |      |    |        |        |      |            |
| <b>White Scarab</b>  | EC   | U  | ◆◆     | Pfo    | W    | IA         |
| Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.                              |      |    |        |        |      |            |
| <b>White Ward</b>  | EC   | U  | ◆◆     | Dfr    | W    | ABU,4TH    |
| Target creature gains protection from white.   |      |    |        |        |      |            |
| <b>Witch Hunter</b>  | SC   | U  | ◆◆◆◆   | JMy    | WW2  | DK, CH     |
| T: Witch Hunter does 1 damage to target player. WW1, T. Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1 |      |    |        |        |      |            |
| <b>Wrath of God</b>  | INS  | R  | ◆◆◆    | QHo    | WW2  | ABU,4TH    |
| Bury all creatures in play.  |      |    |        |        |      |            |

## LANDS

|  |      |   |      |     |  |        |
|--|------|---|------|-----|--|--------|
| <b>Adventurers' Guildhouse</b>   | IAN  | U | ◆    | TWu |  | LG     |
| All your green legends may band with other legends   |      |   |      |     |  |        |
| <b>Adorker Wastes</b>  | IAN  | R | ◆◆◆  | ARu |  | IA     |
| T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage   |      |   |      |     |  |        |
| <b>An-Hovva Township</b>   | Land | R | ◆    | LDu |  | HL     |
| T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool   |      |   |      |     |  |        |
| <b>Arena</b>   | IAN  | R | ◆◆◆  | RAI |  | PR     |
| 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat |      |   |      |     |  |        |
| <b>Aysen Abbey</b>   | Land | U | ◆    | LDu |  | HL     |
| T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool  |      |   |      |     |  |        |
| <b>Badlands</b>  | IAN  | R | ◆◆◆◆ | RAI |  | ABU,R  |
| T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp   |      |   |      |     |  |        |
| <b>Bayou</b>   | IAN  | R | ◆◆◆◆ | JMy |  | ABU,R  |
| T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest   |      |   |      |     |  |        |
| <b>Bazaar of Baghdad</b>   | IAN  | R | ◆◆   | JMe |  | AN     |
| T: Draw 2 cards from your library; immediately discard 3 cards from your hand  |      |   |      |     |  |        |
| <b>Bottomless Vault</b>  | IAN  | R | ◆◆   | PMo |  | FE     |
| Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.       |      |   |      |     |  |        |
| <b>Brushland</b>   | IAN  | R | ◆◆◆  | BWa |  | IA     |
| T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage   |      |   |      |     |  |        |
| <b>Castle Sengir</b>   | IAN  | R | ◆    | Pfo |  | HL     |
| T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool   |      |   |      |     |  |        |
| <b>Cathedral of Serra</b>  | IAN  | U | ◆    | MPo |  | LG     |
| All your white legends may band with other legends.  |      |   |      |     |  |        |
| <b>City of Brass</b>   | IAN  | R | ◆◆◆◆ | MTe |  | AN, CH |
| T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped   |      |   |      |     |  |        |
| <b>City of Shadows</b>   | IAN  | R | ◆◆   | TWu |  | DK     |
| T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows |      |   |      |     |  |        |
| <b>Desert</b>  | IAN  | C | ◆◆   | JMy |  | AN     |
| T: Add 1 T. Do 1 damage to any attacking creature after it deals damage  |      |   |      |     |  |        |
| <b>Diamond Valley</b>  | IAN  | R | ◆◆◆◆ | BSt |  | AN     |
| T: Sacrifice a creature to gain life equal to its toughness  |      |   |      |     |  |        |
| <b>Dwarven Hold</b>  | IAN  | R | ◆◆   | PMo |  | FE     |
| Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed            |      |   |      |     |  |        |
| <b>Dwarven Ruins</b>   | IAN  | U | ◆◆   | MPo |  | FE     |
| Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool   |      |   |      |     |  |        |



| Name   | Kind | CR | Rating | Artist | Cost | Sets Found      | Name  | Kind | CR | Rating | Artist   | Cost | Sets Found      | Name  | Kind | CR | Rating | Artist | Cost | Sets Found      |
|--|------|----|--------|--------|------|-----------------|---|------|----|--------|----------|------|-----------------|---|------|----|--------|--------|------|-----------------|
| Description  |      |    |        |        |      |                 | Description   |      |    |        |          |      |                 | Description   |      |    |        |        |      |                 |
| <b>Ebon Stronghold</b><br>LAN U •• MPo<br>Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.  | LAN  | U  | ••     | MPo    |      | FE              | <b>Mishra's Factory</b><br>LAN U ••••• KFo, Pfo<br>T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. T: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures. | LAN  | U  | •••••  | KFo, Pfo |      | AQ, 4TH         | <b>Sorrow's Path</b><br>LAN R •• RAF<br>T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.   | LAN  | R  | ••     | RAF    |      | DK              |
| <b>Elephant Graveyard</b><br>LAN R ••• RAI<br>T: Add 1 mana to your mana pool. T: Regenerate an Elephant or Mammoth.   | LAN  | R  | •••    | RAI    |      | AN              | <b>Mishra's Workshop</b><br>LAN R ••••• KFo<br>T: Add 3 to your mana pool. This mana may only be used to cast artifacts.  | LAN  | R  | •••••  | KFo      |      | AQ              | <b>Strip Mine</b><br>LAN U ••••• DGo<br>T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.   | LAN  | U  | •••••  | DGo    |      | AQ, 4TH         |
| <b>Forest</b><br>LAN C — Multi<br>T: Add G to your mana pool. Two Alpha versions, three in other sets. Artists: CRu, PMa (Ice Age)   | LAN  | C  | —      | Multi  |      | AB, UR, 4TH, JA | <b>Mountain</b><br>LAN C — Multi<br>T: Add R to your mana pool. Two Alpha versions, three versions in other sets. Artists: DSh, TWa (Ice Age)   | LAN  | C  | —      | Multi    |      | AB, UR, 4TH, JA | <b>Sulfurous Springs</b><br>LAN R ••• Pfo<br>T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.  | LAN  | R  | •••    | Pfo    |      | IA              |
| <b>Glacial Chasm</b><br>CU, 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.   | LAN  | U  | •••••  | LDa    |      | IA              | <b>Mountain Stronghold</b><br>LAN U •• TWa<br>All your red legends may band with other legends.   | LAN  | U  | ••     | TWa      |      | LG              | <b>Sveylunite Temple</b><br>LAN U •• MPo<br>Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sveylunite Temple to add UU to your mana pool.   | LAN  | U  | ••     | MPo    |      | FE              |
| <b>Halls of Mist</b><br>CU, 1. No creature may attack if it attacked during its controller's last turn.  | LAN  | R  | •••    | MPo    |      | IA              | <b>Oasis</b><br>LAN U ••••• BSn<br>T: Prevent 1 damage to any creature.   | LAN  | U  | •••••  | BSn      |      | AN, 4TH         | <b>Swamp</b><br>LAN C — Multi<br>T: Add B to your mana pool. Two Alpha versions, three versions in other sets. Artists: DFr, DSh (Ice Age)  | LAN  | C  | —      | Multi  |      | AB, UR, 4TH, JA |
| <b>Hammerheim</b><br>LAN U ••••• BWa<br>Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.   | LAN  | U  | •••••  | BWa    |      | LG              | <b>Pendelhaven</b><br>LAN U ••••• BWo<br>Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.  | LAN  | U  | •••••  | BWo      |      | LG              | <b>Taiga</b><br>LAN R ••••• RAI<br>T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.   | LAN  | R  | •••••  | RAI    |      | AB, UR          |
| <b>Havenwood Battleground</b><br>LAN U •• MPo<br>Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.  | LAN  | U  | ••     | MPo    |      | FE              | <b>Plains</b><br>LAN C — Multi<br>T: Add W to your mana pool. Two Alpha versions, three versions in other sets. Artists: JMy, CRu (Ice Age)   | LAN  | C  | —      | Multi    |      | AB, UR, 4TH, JA | <b>The Tobemate of Pendrell Vale</b><br>LAN R ••• NLe<br>Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.  | LAN  | R  | •••    | NLe    |      | LG              |
| <b>Hollow Trees</b><br>LAN R ••• PMa<br>Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.     | LAN  | R  | •••    | PMa    |      | FE              | <b>Plateau</b><br>LAN R ••••• DTu<br>T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.   | LAN  | R  | •••••  | DTu      |      | AB, UR          | <b>Timberline Ridge</b><br>LAN R ••• MJe<br>If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge. | LAN  | R  | •••    | MJe    |      | IA              |
| <b>Iceation Store</b><br>LAN R ••• PMa<br>Comes into play tapped. You may leave Iceation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed. | LAN  | R  | •••    | PMa    |      | FE              | <b>Rainbow Vale</b><br>LAN R ••• XFa<br>T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.  | LAN  | R  | •••    | XFa      |      | FE              | <b>Talaria</b><br>LAN U ••• NLe<br>Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.  | LAN  | U  | •••    | NLe    |      | LG              |



**Kjeldoran Home Guard and Kjeldoran Pride:** The Home Guard can block just about anything, and as it winds down, you'll end up with lots of little 0/1s that'll be great with Crusade. Use Kjeldoran Pride to give the Home Guard a little more staying power and some offensive might. When the Guard is finally killed, merely move the Kjeldoran Pride to something else.

## KJELDORAN HOME GUARD

## KJELDORAN PRIDE

|   |     |   |       |       |                 |    |  |     |   |       |     |        |    |  |      |   |       |     |  |        |
|---|-----|---|-------|-------|-----------------|----|--|-----|---|-------|-----|--------|----|--|------|---|-------|-----|--|--------|
| <b>Ice Floe</b><br>LAN U ••• JMo<br>You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.   | LAN | U | •••   | JMo   |                 | IA | <b>River Delta</b><br>LAN R ••• SEv<br>If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta. | LAN | R | •••   | SEv |        | IA | <b>Urza's Tower</b><br>LAN C •• MPo<br>T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.  | LAN  | C | ••    | MPo |  | AQ     |
| <b>Island</b><br>LAN R — Multi<br>T: Add U to your mana pool. Artists: MPo, AMa (Ice Age)   | LAN | R | —     | Multi | AB, UR, 4TH, JA |    | <b>Ruins of Trokair</b><br>LAN U •• MPo<br>Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.  | LAN | U | ••    | MPo |        | FE | <b>Veldt</b><br>LAN R ••• BWa<br>If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt. | LAN  | R | •••   | BWa |  | IA     |
| <b>Island of Wak-Wak</b><br>LAN R ••••• DSh<br>T: Reduce the power of one flying creature to 0 until end of turn.   | LAN | R | ••••• | DSh   | AN              |    | <b>Safe Haven</b><br>LAN R ••••• CRu<br>2. T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.  | LAN | R | ••••• | CRu |        | DK | <b>Volcanic Island</b><br>LAN R ••••• BSn<br>T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.   | LAN  | R | ••••• | BSn |  | AB, UR |
| <b>Karakas</b><br>LAN U ••••• NLe<br>Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.  | LAN | U | ••••• | NLe   | LG              |    | <b>Sand Silos</b><br>LAN R ••• PMa<br>Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.   | LAN | R | •••   | PMa |        | FE | <b>Wizards' School</b><br>Land U • PMa<br>T: Add 1 colorless mana to your pool. 1. T: Add U to your pool. 2. T: Add W to your pool. 2. T: Add B to your pool.  | Land | U | •     | PMa |  | HL     |
| <b>Karplusan Forest</b><br>LAN R ••••• NLe<br>T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.   | LAN | R | ••••• | NLe   | IA              |    | <b>Savannah</b><br>LAN R ••••• RAI<br>T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.   | LAN | R | ••••• | RAI | AB, UR |    |  |      |   |       |     |  |        |
| <b>Koskun Keep</b><br>LAN U • PMa<br>T: Add 1 colorless mana to your pool. 1. T: Add R to your pool. 2. T: Add B to your pool. 2. T: Add G to your pool.  | LAN | U | •     | PMa   | HL              |    | <b>Scrubland</b><br>LAN R ••••• JMy<br>T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.   | LAN | R | ••••• | JMy | AB, UR |    |  |      |   |       |     |  |        |
| <b>Land Cap</b><br>LAN R ••• LWi<br>If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.           | LAN | R | •••   | LWi   | IA              |    | <b>Seafarer's Quay</b><br>LAN U • TWa<br>All your blue legends may band with other legends.  | LAN | U | •     | TWa | LG     |    |  |      |   |       |     |  |        |
| <b>Lava Tubes</b><br>LAN R ••• BWa<br>If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes. | LAN | R | •••   | BWa   | IA              |    | <b>Snow-Covered Forest</b><br>LAN U — PMa<br>T: Add G to your mana pool.   | LAN | U | —     | PMa | IA     |    |  |      |   |       |     |  |        |
| <b>Library of Alexandria</b><br>LAN R ••••• MPo<br>T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.  | LAN | R | ••••• | MPo   | AN              |    | <b>Snow-Covered Island</b><br>LAN U — AMa<br>T: Add U to your mana pool.   | LAN | U | —     | AMa | IA     |    |  |      |   |       |     |  |        |
| <b>Maze of Ith</b><br>LAN U ••••• AMa<br>T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.  | LAN | U | ••••• | AMa   | DK              |    | <b>Snow-Covered Mountain</b><br>LAN U — TWa<br>T: Add R to your mana pool.   | LAN | U | —     | TWa | IA     |    |  |      |   |       |     |  |        |
|   |     |   |       |       |                 |    | <b>Snow-Covered Plains</b><br>LAN U — CRu<br>T: Add W to your mana pool.   | LAN | U | —     | CRu | IA     |    |  |      |   |       |     |  |        |
|   |     |   |       |       |                 |    | <b>Snow-Covered Swamp</b><br>LAN U — DSh<br>T: Add B to your mana pool.  | LAN | U | —     | DSh | IA     |    |  |      |   |       |     |  |        |

# HEY!

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•/- Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interest  
LAN Land

SC Summon Creature  
SOR Sorcery



# TINQUEST

## players guide

### ALLIANCES

**MAGIC: THE GATHERING: ALLIANCES**

WIZARDS OF THE COAST © 1996

Full Set (144 cards + 55 variants)

### ARTIFACTS

| Name                          | Description   | Kind | Cost |
|-------------------------------|---|------|------|
| <b>Aesthir Glider</b>         | Flying. Cannot be assigned to block. Two versions. 2/1  | AC   | 3    |
| <b>Ashnod's Cylis</b>         | 3. T. Target player looks at the top three cards of his library and puts one of them on top of that library. Remove the remaining two from the game.  | ART  | 2    |
| <b>Astrolabe</b>              | 1. T. Sacrifice Astrolabe to add two mana of any one color to your mana pool. Play this ability as an interrupt. Draw a card at the beginning of the next turn's upkeep. Two versions.  | ART  | 3    |
| <b>Floodwater Dam</b>         | XX1. T. Top X target lands.   | ART  | 3    |
| <b>Guthra's Scepter</b>       | If Guthra's Scepter leaves play or you lose control of it, put all cards under Guthra's Scepter into your graveyard. T. Put any card from your hand face down under Guthra's Scepter. You may look at that card at any time. T. Return any card under Guthra's Scepter to your hand.  | ART  | 0    |
| <b>Helm of Obedience</b>      | X. T. Put the top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X can't be equal to zero. | ART  | 4    |
| <b>Lodestone Bangle</b>       | 1. T. Sacrifice Lodestone Bangle to put up to four target basic lands from any player's graveyard on top of his library in any order. That player draws a card at the beginning of the next turn's upkeep.  | ART  | 0    |
| <b>Mishra's Groundbreaker</b> | 1. Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.   | ART  | 4    |
| <b>Mystic Compass</b>         | 1. T. Target mana-producing land becomes a basic land type of your choice until end of turn.  | ART  | 2    |
| <b>Phyrexian Devourer</b>     | If Phyrexian Devourer's power is seven or greater, bury it. O. Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1  | AC   | 6    |
| <b>Phyrexian Portal</b>       | 3. Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Search the remaining pile and put one of those cards into your hand. Shuffle the remaining cards into your library. Ignore this effect if you have fewer than 10 cards in your library.                                | ART  | 3    |
| <b>Phyrexian War Beast</b>    | If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.   | ART  | 3    |
| <b>Scrab of the Unseen</b>    | T. Sacrifice Scrab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.  | ART  | 2    |
| <b>Shield Sphere</b>          | Counts as a wall. If Shield Sphere is assigned as a blocker, put a 0/1 counter on it. 0/6.  | AC   | 0    |
| <b>Sol Grail</b>              | When Sol Grail comes into play, choose a color. T. Add one mana of the chosen color to your mana pool. Play this ability as an interrupt.   | ART  | 3    |
| <b>Soldavi Dagger</b>         | 2. Put the top card of your graveyard on the bottom of your library.  | ART  | 2    |
| <b>Soldavi Sentry</b>         | 1. Regenerate. Target opponent may draw a card. Two versions. 1/1.  | AC   | 1    |
| <b>Soldavi Steam Beast</b>    | Whenever Soldavi Steam Beast becomes tapped, target opponent gains two life. 2. Regenerate. Two versions. 4/2.  | AC   | 5    |
| <b>Strom Cauldron</b>         | During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return that land to owner's hand.   | ART  | 5    |
| <b>Urza's Engine</b>          | Temple. 3. Bonding until end of turn. 3. All creatures banded with Urza's Engine gain trample until end of turn. 1/5.   | AC   | 5    |

Name Description Kind Cost

**Whirling Catapult**  
2. Remove the top two cards of your library from the game to have Whirling Catapult deal one damage to each creature with flying and each player.

ART 4

### BLACK

|                              |   |     |     |
|------------------------------|---|-----|-----|
| <b>Baldurion Dead</b>        | 2R. Remove target summon card in your graveyard from the game to put a Graveborn token into play. Treat this token as a 3/1 black and red creature that can attack the turn it comes into play. Bury Graveborn token at end of turn. 2/3.                                       | SC  | B3  |
| <b>Casting of Bones</b>      | If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.   | EC  | B2  |
| <b>Contagion</b>             | You may pay one life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life.  | INS | B83 |
| <b>Diseased Vermin</b>       | During your upkeep, Diseased Vermin deals one damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it. 1/1.                                   | SC  | B2  |
| <b>Dystopia</b>              | CU. One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.   | EN  | B81 |
| <b>Fatal Lure</b>            | Target opponent chooses effect: Either you draw three cards or you choose and bury up to two target creatures that opponent controls and he draws up to three cards.  | SOR | B82 |
| <b>Feast or Famine</b>       | Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.   | INS | B3  |
| <b>Fevered Strength</b>      | Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next turn's upkeep. Two versions.   | INS | B2  |
| <b>Insidious Bookworms</b>   | B1. Target player discards a card at random from his hand. Use this ability only when Insidious Bookworms is put into the graveyard from play. You cannot spend more than B1 in this way each turn. Two versions. 1/1.  | SC  | B   |
| <b>Keeper of Tresserhorn</b> | If Keeper of Tresserhorn attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. Effects that prevent or redirect damage cannot be used to counter this loss. 6/6  | SC  | B5  |
| <b>Krovikan Horror</b>       | At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. T. Sacrifice a creature to have Krovikan Horror deal one damage to target creature or player. 2/2.                            | SC  | B3  |
| <b>Krovikan Plague</b>       | Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. O. Top enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a 0/1 counter on enchanted creature. | EC  | B2  |
| <b>Lim-Dul's High Guard</b>  | First strike. B1. Regenerate. Two versions. 2/1   | SC  | B81 |
| <b>Misinformation</b>        | Put up to three target cards from an opponent's graveyard on top of his library in any order.   | INS | B   |
| <b>Phantasmal Friend</b>     | B +1/+1 until end of turn. U1. Switch Phantasmal Friend's power and toughness until end of turn. Effects that alter Phantasmal Friend's power alter its toughness instead, and vice versa. Two versions. 1/5.   | SC  | B3  |
| <b>Phyrexian Boon</b>        | As long as enchanted creature is black, it gets +2/+1, otherwise it gets +1/+2. Two versions.   | EC  | B2  |
| <b>Ritual of the Machine</b> | Sacrifice a creature to gain control of target non-black, non-artifact creature.  | SOR | B82 |
| <b>Soldavi Adrenal</b>       | T. Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. Play this ability as an interrupt. Two versions. 1/2   | SC  | B1  |
| <b>Stench of Decay</b>       | Announce that creatures get 1/1 until end of turn. Two versions.  | INS | B81 |
| <b>Stromgold Spy</b>         | If Stromgold Spy attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, defending player must play with his hand face up on the table until Stromgold Spy leaves play. 2/4   | SC  | B3  |
| <b>Swamp Mosquito</b>        | Flying. If Swamp Mosquito attacks and is not blocked, defending player gets a poison counter. If a player has 10 or more poison counters, he loses the game. Two versions. 0/1  | SC  | B1  |

Name Kind Cost

### BLUE

|                            |  |     |     |
|----------------------------|--|-----|-----|
| <b>Arcane Denial</b>       | Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep. Draw a card at the beginning of the next turn's upkeep. Two versions.   | INT | U1  |
| <b>Awesome Presence</b>    | Enchanted creature can't be blocked unless defending player pays an additional three for each creature assigned to block enchanted creature. Two versions.   | EC  | U   |
| <b>Benilic Explorers</b>   | 1. Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. Two versions. 2/4.  | SC  | U3  |
| <b>Browse</b>              | 2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.   | EN  | UU2 |
| <b>Diminishing Returns</b> | Each player shuffles his hand and graveyard into his library. Remove the top 10 cards of your library from the game. Each player draws up to seven cards.  | SOR | UU2 |
| <b>False Demise</b>        | If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast. Two versions.  | EC  | U2  |
| <b>Force of Will</b>       | You may pay one life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.  | INT | UU3 |
| <b>Forensight</b>          | Search your library for any three cards and remove them from the game. Shuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep. Two versions.  | SOR | U1  |
| <b>Lai-Nom's Legacy</b>    | Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep. Two versions.   | INS | U1  |
| <b>Library of Lai-Nom</b>  | Target opponent chooses effect: Either you draw three cards at the beginning of the next turn's upkeep or you search your library for a card, put it into your hand and then shuffle your library.   | SOR | U4  |
| <b>Phantasmal Sphere</b>   | Flying. At the beginning of the upkeep, put a +1/+1 counter on Phantasmal Sphere. During your upkeep, pay one for each of these +1/+1 counters or bury Phantasmal Sphere. If Phantasmal Sphere leaves play, put an Oba token into play under your opponent's control. Treat this token as a "X" blue creature with flying, where "X" is equal to the number of these +1/+1 counters on Phantasmal Sphere. 0/1. | SC  | U1  |
| <b>Soldavi Heretic</b>     | W. T. Prevent up to two damage to any creature. Target opponent may draw a card. Two versions. 2/2.  | SC  | U2  |
| <b>Soldavi Sago</b>        | T. Sacrifice two lands to draw three cards. Choose and discard one of those cards. Two versions. 1/1.  | SC  | U1  |
| <b>Spiny Starfish</b>      | O. Regenerate. At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures. 0/1.   | SC  | U2  |
| <b>Storm Crow</b>          | Flying. Two versions. 1/2  | SC  | U1  |
| <b>Storm Elemental</b>     | Flying. U. Remove the top card of your library from the game to put target creature with flying. U. Remove the top card of your library from the game. If that card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.   | SC  | U5  |
| <b>Suffocation</b>         | Play only when a red sorcery or instant deals damage to you. Suffocation deals four damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.   | INS | U1  |
| <b>Thought Lash</b>        | CU. Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. O. Remove the top card of your library from game to prevent one damage to you.  | EN  | UU2 |
| <b>Tidal Control</b>       | CU. 2. Any player may pay two or two life to counter target red or green spell. Play this ability as an interrupt. Effects that prevent or redirect damage cannot be used to counter this loss of life.  | EN  | UU1 |
| <b>Viscid Armor</b>        | Enchanted creature gets +1/+1. U1. Return Viscid Armor to owner's hand. Two versions.  | EC  | U1  |
| <b>Viscid Drena</b>        | 1. Sacrifice a creature and a Swamp to bury target non-artifact creature. T. Sacrifice a creature and a snow-covered Swamp to bury target creature. 1/2  | SC  | U1  |

### RED

|                          |   |     |     |
|--------------------------|---|-----|-----|
| <b>Energy Arc</b>        | Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.  | INS | WU  |
| <b>Lim-Dul's Paladin</b> | Temple. During your upkeep, choose and discard a card from your hand, or bury Lim-Dul's Paladin and draw a card. If any creatures are assigned to block it, Lim-Dul's Paladin gets +6/+3 until end of turn. If Lim-Dul's Paladin attacks and is not blocked, it deals no damage to defending player this turn and that player loses four life. Effects that prevent or redirect damage cannot be used to counter this loss. 0/3 | SC  | R82 |
| <b>Lim-Dul's Vault</b>   | Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom of your library and look at the top five cards of your library. Shuffle all but the top five cards of your library; put those five on top of your library in any order. Effects that prevent or redirect damage cannot be used to counter this loss of life.                                     | INS | UB  |







## NETRUNNER CARD DESCRIPTION

- A. Card Name:** This is, and forever will be, the name of the card.
- B. Keywords:** This identifies the category to which a card belongs. In these two cases, Wizard's Book is a Program and Cortical Scrub is an Ice card.
- C. Subroutines:** The defensive capabilities of an Ice card.
- D. Ice Strength:** More is better. The higher the strength, the harder it is to sabotage.
- E. Rez Cost:** A one-time cost in bits to activate an installed card.
- F. Art:** This is in case you wanna look at some neat pictures.
- G. Comment:** Usually a sarcastic remark or saying courtesy of the Netrunner editors.
- H. Effects:** What the card can actually accomplish.
- I. Installation Cost:** The cost for putting a Runner card into play.
- J. Memory Units:** You can only install the number of programs up to the amount of MU (Memory Units) you have.
- K. Strength:** This strength must be equal to or higher than the Ice Strength in order to affect it.

**\*NOTE:** There are eight different types of cards in all, and they can all be found in the Netrunner Rulebook that comes packed in every starter deck of Netrunner.

## SPOTLIGHT:

One of this month's bonus Spotlights is Wizard of the Coast's *Netrunner*. It's a game set in the world of R. Talsorian's *Cyberpunk* roleplaying game. There are two roles in *Netrunner*: the Runner, a high-tech data thief, and the Corporation. The goal of the Corporation is to score agendas despite the Runner's attempts at theft and vandalism. The goal of the Runner is to liberate the agendas from the Corporation and expose its operations.

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### CORPORATION CARD



### RUNNER CARD



## STAR TREK: TNG: ALTERNATE UNIVERSE CARD DESCRIPTION

- A. Name:** This is the name of your card. Not much more to it than that.
- B. Affiliation:** Wily Romulan, fierce Klingon, noble Federation—this symbol tells all. Also indicates if the card is non-aligned, or if it's an artifact, dilemma, equipment, event or interrupt card.
- C. Type:** Describes the type of ship or the type of crew member. Certain types are useful against certain dilemmas.
- D. Category:** Artifacts, dilemmas, equipment and events, oh my! All in big print so you don't get confused and try to use your tricorder as an interrupt.
- E. Flavor Text:** So you never lose the feeling of being in an episode. Not helpful for playing the game, but it'll make the stream of Romulan characters in your deck seem more important.
- F. Description:** This box will describe all manner of good and bad effects on certain cards.
- G. Skills or Devices:** Exclusive to characters and ships, a skill or device can help you overcome dilemmas or give you an edge over your opponent.
- H. Integrity:** How honorable your character is.
- I. Cunning:** How clever your character is.
- J. Strength:** Clutch in away-team combat.
- K. Range:** How far a ship can travel per turn.
- L. Weapons:** How effective your ship is in combat.
- M. Shields:** How well your ship can defend.
- N. Ability:** Denotes staff- (four-point star) and command-level (six-point star) ability on personnel. On a ship, the minimum number of staff- and command-level personnel required to take that baby out of Spacedock. Command-level personnel can serve as staff, but not vice versa.
- O. Points:** The bread and butter of *Star Trek: The Next Generation*, these are what you receive when you overcome a mission. One hundred points makes you the new Captain Picard, or the winner—your choice.
- P. Span:** The distance from one end of a mission to the other. To move two cards to your left in the same turn, your ship's range must equal or exceed the total span of those two cards. (Don't count the span of the card you're starting from.)
- Q. Alternate Universe Icon:** These cards can only be played as part of the Alternate Universe.

This month's other bonus spotlight takes us where no one has gone before. *Star Trek: The Next Generation: Alternate Universe*, is the first expansion of the high-flying *Star Trek: TNG* card game. Play the Federation, Klingons or the Romulan empire, encountering episode-based dilemmas, treacherous missions and all of your favorite (and least favorite) *Star Trek* personnel. Pilot your ships across the spaceline, completing missions, collecting points toward victory and smashing your opponent's ships to rubble—all in the interests of intergalactic peace.





# NETRUNNER

## BONUS PLAYERS GUIDES

### players guide



**NETRUNNER**  
WIZARDS OF THE COAST - 1996

Full Set (374 cards)

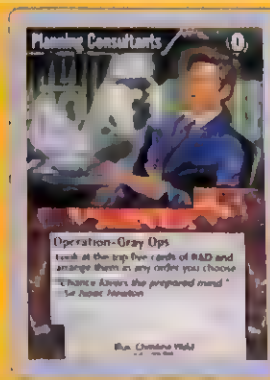
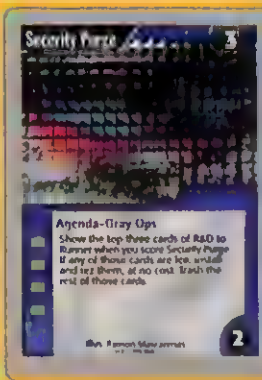
#### CORPORATION CARDS

##### AGENDAS

| Name   | Type | Diff | Pts | Player | Rarity |
|--|------|------|-----|--------|--------|
| <b>AI Chief Financial Officer</b>  | Ass  | 5    | 2   | Corp   | R      |
| Action: Shuffle cards stored in HQ and the Archives into R&D; then draw five cards.  |      |      |     |        |        |
| <b>Artificial Security Directors</b>   | Res  | 3    | 1   | Corp   | R      |
| Difficulty of Black Ops agendas is reduced by 1.   |      |      |     |        |        |
| <b>Bioweapons Engineering</b>  | Res  | 4    | 3   | Corp   | R      |
| Each source of meat damage inflicts +1 meat damage.  |      |      |     |        |        |
| <b>Black Ice Quality Assurance</b>   | Res  | 5    | 2   | Corp   | R      |
| All black ice has +2 strength.   |      |      |     |        |        |
| <b>Corporate Boon</b>  | Ass  | 6    | 2   | Corp   | V      |
| Put four boon counters on Corporate Boon when you score it. Boon Counter: Gain an action. Use this ability only once per turn and only during your turn.   |      |      |     |        |        |
| <b>Corporate Coup</b>  | Bla  | 5    | 2   | Corp   | V      |
| Put 15 bits from the bank on Corporate Coup when you score it. Action: Take 3 bits from Corporate Group, if it has any bits.   |      |      |     |        |        |
| <b>Corporate Downsizing</b>  | Gra  | 3    | 2   | Corp   | V      |
| When you score Corporate Downsizing, show to Runner any number of agenda cards stored in HQ. Gain bits equal to twice the combined agenda points of these cards; then shuffle them into R&D.                   |      |      |     |        |        |
| <b>Corporate Retreat</b>   | Gra  | 4    | 3   | Corp   | V      |
| You lose the following ability as soon as you rez or install any card. Action: Gain 2 bits.  |      |      |     |        |        |
| <b>Corporate War</b>   | Bla  | 3    | 3   | Corp   | V      |
| If you have 12 or more bits in your pool when you score Corporate War, gain 12 bits; otherwise, lose all bits.   |      |      |     |        |        |
| <b>Data Fort Redamation</b>  | Gra  | 4    | 2   | Corp   | V      |
| Gain 10 bits and choose up to four cards stored in HQ when you score Data Fort Redamation. Create a new data fort using the cards chosen. Install cards one at a time; you may rez them when you install them. |      |      |     |        |        |
| <b>Detroit Police Contract</b>   | Bla  | 4    | 1   | Corp   | V      |
| Put 12 bits from the bank on Detroit Police Contract when you score it. Take 2 bits from Detroit Police Contract, if it has any bits, at the start of each of your turns.                                      |      |      |     |        |        |
| <b>Employee Empowerment</b>  | Gra  | 3    | 1   | Corp   | V      |
| You may choose to draw an additional card at the start of each of your turns. Action: Draw two cards.  |      |      |     |        |        |
| <b>Encryption Breakthrough</b>   | Res  | 5    | 2   | Corp   | R      |
| All code gates have +1 strength. When you score Encryption Breakthrough, reveal as many code gates as you wish. Then, gain 1 bit for each revealed or rezzed code gate.  |      |      |     |        |        |
| <b>Executive Extraction</b>  | Gra  | 3    | 1   | Corp   | R      |
| Difficulty of Gray Ops agendas is reduced by 1.  |      |      |     |        |        |
| <b>Genetics Visionary Acquisition</b>  | Gra  | 3    | 1   | Corp   | R      |
| Difficulty of Research agendas is reduced by 1.  |      |      |     |        |        |
| <b>Hostile Takeover</b>  | Gra  | 3    | 1   | Corp   | V      |
| Gain 2 bits when you score Hostile Takeover.   |      |      |     |        |        |
| <b>Ice Transmutation</b>   | Res  | 5    | 3   | Corp   | V      |
| Choose a piece of rezzed ice when you score Ice Transmutation. That ice now has +1 strength and each subroutine on it is repeated once.  |      |      |     |        |        |
| <b>Main Office Relocation</b>  | Gra  | 4    | 3   | Corp   | V      |
| Hand Size +2.  |      |      |     |        |        |
| <b>Marine Arcology</b>   | Ass  | 3    | 2   | Corp   | V      |
| Action: Action: Gain 3 bits.   |      |      |     |        |        |

| Name   | Type | Diff | Pts | Player | Rarity |
|--|------|------|-----|--------|--------|
| <b>Network Operations Office</b>   | Ass  | 5    | 2   | Corp   | V      |
| Action: Trace (2). If trace is successful, give Runner a tag.  |      |      |     |        |        |
| <b>On-Call Solo Teams</b>  | Ass  | 4    | 3   | Corp   | V      |
| Action: Do 1 meat damage. Use this ability only if Runner is tagged.   |      |      |     |        |        |
| <b>Political Coup</b>  | Bla  | 4    | 2   | Corp   | V      |
| Put 12 bits from the bank on Political Coup when you score it. Action: Take 3 bits from Political Coup, if it has any bits.  |      |      |     |        |        |
| <b>Political Overthrow</b>   | Bla  | 9    | 6   | Corp   | R      |
| Action: Gain 3 bits.   |      |      |     |        |        |
| <b>Polymer Breakthrough</b>  | Res  | 6    | 3   | Corp   | V      |
| Gain 1 bit at the start of each of your turns.   |      |      |     |        |        |
| <b>Priority Requisition</b>  | Gra  | 5    | 3   | Corp   | V      |
| You may rez a piece of ice, at no cost, when you score Priority Requisition.   |      |      |     |        |        |
| <b>Private Cybernet Police</b>   | Ass  | 7    | 2   | Corp   | V      |
| Action: Trace (5). If trace is successful, give Runner a tag.  |      |      |     |        |        |
| <b>Project Babylon</b>   | Bla  | 3    | 1   | Corp   | V      |
| Score 1 additional agenda point for every two advancement counters over Project Babylon's difficulty that are on Project Babylon when you score it.                      |      |      |     |        |        |
| <b>Security Net Optimization</b>   | Gra  | 5    | 3   | Corp   | V      |
| Choose a fort when you score Security Net Optimization. That fort gives all ice installed on it +1 strength.   |      |      |     |        |        |
| <b>Security Purge</b>  | Gra  | 3    | 2   | Corp   | R      |
| Show the top three cards of R&D to Runner when you score Security Purge. If any of those cards are ice, install and rez them, at no cost. Trash the rest of those cards. |      |      |     |        |        |
| <b>Strike Force Kali</b>   | Ass  | 6    | 3   | Corp   | R      |
| Action: Do 2 meat damage. Use this ability only if Runner is tagged.   |      |      |     |        |        |
| <b>Subsidiary Branch</b>   | Gra  | 6    | 1   | Corp   | V      |
| Gain an action during each of your turns.  |      |      |     |        |        |
| <b>Superior Net Barriers</b>   | Res  | 6    | 3   | Corp   | R      |
| All walls have +1 strength. When you score Superior Net Barriers, reveal as many walls as you wish. Then, gain 1 for each revealed or rezzed wall.                       |      |      |     |        |        |
| <b>Tycho Extension</b>   | Ass  | 4    | 4   | Corp   | V      |

| Name  | Type | Cost | Str | Player | Rarity |
|---|------|------|-----|--------|--------|
| <b>Bolter Clusters</b>  | Sen  | 7    | 4   | Corp   | C      |
| >Do 4 Net damage.   |      |      |     |        |        |
| >Runner cannot break any subroutines of the next piece of ice encountered during the run.   |      |      |     |        |        |
| <b>Canis Major</b>  | Sen  | 0    | 4   | Corp   | U      |
| >For remainder of run, all further ice is encountered at +2 strength.   |      |      |     |        |        |
| <b>Canis Minor</b>  | Sen  | 0    | 5   | Corp   | U      |
| >For the remainder of the run, all further ice is encountered at +1 strength.   |      |      |     |        |        |
| <b>Cerberus</b>   | Sen  | 11   | 5   | Corp   | C      |
| >Do 3 Net damage.   |      |      |     |        |        |
| >Trace (5). If trace is successful, give Runner a Cerberus counter. Each Cerberus counter does 2 Net damage at the start of each run. Runner may remove a Cerberus counter by taking an action to spend 4 bits.                           |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| <b>Cinderella</b>   | Sen  | 8    | 6   | Corp   | U      |
| >Trace (6). If trace is successful, end the run, trash a piece of hardware, and do 2 meat damage. This damage cannot be prevented.  |      |      |     |        |        |
| <b>Code Corpse</b>  | Sen  | 10   | 5   | Corp   | U      |
| >Do 1 brain damage.   |      |      |     |        |        |
| >Do 1 brain damage.   |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| <b>Cortical Scanner</b>   | Gate | 7    | 3   | Corp   | R      |
| >End the run.   |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| <b>Cortical Scrub</b>   | Sen  | 7    | 3   | Corp   | C      |
| >Do 1 brain damage.   |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| <b>Crystal Wall</b>   | Wall | 4    | 3   | Corp   | C      |
| >End the run.   |      |      |     |        |        |
| <b>D'Arc Knight</b>   | Sen  | 6    | 2   | Corp   | C      |
| >Trash a program.   |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| <b>Data Darts</b>   | Sen  | 5    | 3   | Corp   | U      |
| >Do 3 Net damage.   |      |      |     |        |        |
| >Runner cannot break any subroutines of the next piece of ice encountered during the run.   |      |      |     |        |        |
| <b>Data Naga</b>  | Sen  | 9    | 5   | Corp   | U      |
| >Trash a program.   |      |      |     |        |        |
| >End the run.   |      |      |     |        |        |
| <b>Data Raven</b>   | Sen  | 5    | 5   | Corp   | U      |
| >Trace (5). If trace is successful, give Runner a tag and a Data Raven counter. Each Data Raven counter gives Runner a tag at the start of each of his or her turns. Runner may remove a Data Raven counter by taking an action to pay 1. |      |      |     |        |        |
| <b>Data Wall</b>  | Wall | 1    | 0   | Corp   | C      |
| >End the run.   |      |      |     |        |        |
| <b>Data Wall 2.0</b>  | Wall | 2    | 1   | Corp   | C      |
| >End the run.   |      |      |     |        |        |



#### Security Purge and Planning Consultants:

Being able to rez ice cards for free is something we always want to take advantage of, especially if we can rez an expensive piece of ice like Zombie. However, we don't want to end up trashing agendas or important operation cards, so employ the useful Planning Consultants first to make sure we get the cards we want for the Security Purge.

#### SECURITY PURGE

#### PLANNING CONSULTANTS

| Name   | Type | Cost | Str | Player | Rarity |
|--|------|------|-----|--------|--------|
| <b>Asp</b>   | Sen  | 4    | 4   | Corp   | C      |
| >Trace (5). If trace is successful, and the run, and the Runner cannot run again until he or she takes an action to pay 1 bit.     |      |      |     |        |        |
| <b>Ball and Chain</b>  | Gate | 2    | 5   | Corp   | U      |
| >For the remainder of the run, Runner must pay 2 when encountering a piece of ice, in addition to any other costs, or end the run. |      |      |     |        |        |
| <b>Banquet</b>   | Sen  | 4    | 0   | Corp   | C      |
| >Trash a program.  |      |      |     |        |        |
| >End the run.  |      |      |     |        |        |

|  |      |   |   |      |   |
|--|------|---|---|------|---|
| <b>Endless Corridor</b>  | Gate | 4 | 2 | Corp | R |
| >End the run.  |      |   |   |      |   |
| >End the run.  |      |   |   |      |   |
| <b>Fang</b>  | Sen  | 5 | 4 | Corp | C |
| >Trace (4). If trace is successful, end the run, and the Runner cannot run again until he or she takes an action to pay 2 bits.            |      |   |   |      |   |
| <b>Fang 2.0</b>  | Sen  | 6 | 5 | Corp | C |
| >Trace (5). If trace is successful, and the run, and the Runner cannot run again until he or she takes an action to pay 2 bits.            |      |   |   |      |   |
| <b>Fatal Attractor</b>   | Sen  | 1 | 4 | Corp | R |
| >The next time Runner encounters a piece of ice during the run, do 3 Net damage unless Runner breaks all subroutines of that piece of ice. |      |   |   |      |   |
| <b>Fetch 4.0.1</b>   | Sen  | 0 | 3 | Corp | C |
| >Trace (3). If trace is successful, give Runner a tag.   |      |   |   |      |   |

|     |                         |     |         |     |           |      |            |      |           |     |            |     |         |     |             |
|-----|-------------------------|-----|---------|-----|-----------|------|------------|------|-----------|-----|------------|-----|---------|-----|-------------|
| Adv | Advertisement           | Amb | Ambush  | Bla | Block Ops | Det  | Detection  | Gate | Code Gate | Ice | Icebreaker | Sen | Sentry  | Tra | Transaction |
| AI  | Artificial Intelligence | Ass | Assault | Dis | Disarm    | Diff | Difficulty | Gra  | Gray Ops  | Res | Research   | Ste | Stealth | Vir | Virus       |



## players guide

| Name                          | Description  | Type | Cost | Str | Player | Rarity |
|-------------------------------|--|------|------|-----|--------|--------|
| <b>Filter</b>                 | >End the run.  | Gate | 0    | 0   | Corp   | C      |
| <b>Fire Wall</b>              | >End the run.  | Wall | 5    | 4   | Corp   | C      |
| <b>Fragmentation Storm</b>    | >Trace (4). If trace is successful, and the run and trash a program, and Runner cannot run again until he takes an action to pay 1 bit.  | Sen  | 6    | 4   | Corp   | U      |
| <b>Hunting Inquisition</b>    | >Runner cannot make another run during his next six actions.   | Gate | 8    | 6   | Corp   | R      |
| <b>Homewrecker</b>            | >Trace (5). If trace is successful, and the run, trash a piece of hardware, and do 2 meat damage. This damage cannot be prevented.   | Sen  | 7    | 5   | Corp   | C      |
| <b>Hunter</b>                 | >Trace (5). If trace is successful, give Runner a tag.   | Sen  | 2    | 5   | Corp   | U      |
| <b>Ice Pick Willie</b>        | >Trash a program.  | Sen  | 5    | 1   | Corp   | C      |
| <b>Jack Attack</b>            | >For the remainder of the run, Runner cannot jack out.   | Sen  | 3    | 3   | Corp   | U      |
| <b>Keeper</b>                 | >Trace (5) If trace is successful, give Runner a tag.  | Gate | 4    | 4   | Corp   | C      |
| <b>Laser Wire</b>             | >Do 1 Net damage.  | Wall | 4    | 2   | Corp   | R      |
| <b>Liche</b>                  | >Do 1 brain damage.  | Sen  | 14   | 6   | Corp   | U      |
| <b>Maskiff</b>                | >Do 1 brain damage.  | Sen  | 12   | 5   | Corp   | U      |
| <b>Mazer</b>                  | >End the run.  | Gate | 5    | 5   | Corp   | U      |
| <b>Nerve Labyrinth</b>        | >Do 2 Net damage.  | Gate | 6    | 4   | Corp   | R      |
| <b>Neural Blade</b>           | >Do 1 Net damage.  | Sen  | 4    | 4   | Corp   | C      |
| <b>PI in the 'Face</b>        | >Runner cannot break any subroutines of the next piece of ice encountered during the run.  | Sen  | 5    | 3   | Corp   | C      |
| <b>Pocket Virtual Reality</b> | >Trace (6). If trace is successful, give Runner a tag.   | Sen  | 7    | 4   | Corp   | U      |
| <b>Quandary</b>               | >Trace (6). If trace is successful, give Runner a tag. Whenever Pocket Virtual Reality is encountered, gain 4 bits. Use these bits only to pay for above traces, and only during this encounter. | Gate | 2    | 2   | Corp   | C      |
| <b>Razor Wire</b>             | >End the run.  | Wall | 6    | 3   | Corp   | R      |
| <b>Reinforced Wall</b>        | >Do 2 Net damage.  | Wall | 8    | 4   | Corp   | R      |
| <b>Rax</b>                    | >End the run.  | Wall | 8    | 4   | Corp   | R      |
| <b>Sentinel's Prime</b>       | >Trace (3). If trace is successful, and the run, and Runner cannot run again until Runner takes an action to pay 2 bits.   | Sen  | 4    | 3   | Corp   | C      |
| <b>Shotgun Wire</b>           | >Trace (5). If trace is successful, give Runner a tag.   | Wall | 6    | 5   | Corp   | U      |
| <b>Sleeper</b>                | >Trace (6). If trace is successful, give Runner a tag. Whenever Pocket Virtual Reality is encountered, gain 4 bits. Use these bits only to pay for above traces, and only during this encounter. | Sen  | 8    | 4   | Corp   | U      |
| <b>Shocks</b>                 | >Trace (6). If trace is successful, give Runner a tag.   | Sen  | 1    | 3   | Corp   | U      |
| <b>Shotgun Wire</b>           | >Trace (6). If trace is successful, give Runner a tag.   | Wall | 8    | 5   | Corp   | R      |
| <b>Sleeper</b>                | >Do 2 Net damage.  | Gate | 1    | 1   | Corp   | C      |

| Name                  | Description  | Type | Cost | Str | Player | Rarity |
|-----------------------|--|------|------|-----|--------|--------|
| <b>TKO 2.0</b>        | >End the run, and Runner forgoes his or her next action.   | Sen  | 7    | 4   | Corp   | C      |
| <b>Too Many Doors</b> | >Secretly spend 0, 1, or 2 bits; Runner does the same. Then you and Runner reveal how much you spent. End the run unless you spent as many bits as Runner spent.   | Sen  | 1    | 3   | Corp   | R      |
| <b>Trigerman</b>      | >Trash a program.  | Sen  | 7    | 3   | Corp   | C      |
| <b>Tutor</b>          | >End the run.  | Gate | 4    | 5   | Corp   | R      |
| <b>Vacuum Link</b>    | >For the remainder of the run, all ice encountered has an additional subroutine, ">End the run," after all subroutines.  | Sen  | 3    | 5   | Corp   | R      |
| <b>Viral 15</b>       | >Roll a die. If you roll a 1, 2, or 3, Runner resumes the run for that many pieces of rezzed ice back, or jacks out, if there are not that many pieces of ice. Runner returns to the first piece of ice. | Sen  | 5    | 3   | Corp   | U      |
| <b>Virizz</b>         | >For the remainder of the run, Runner must pay 1 bit to jack out.  | Sen  | 2    | 4   | Corp   | U      |
| <b>Wall of Ice</b>    | >For the remainder of the run, Runner must pay an additional 1 bit to break each ice subroutine.   | Wall | 13   | 6   | Corp   | R      |
| <b>Wall of Static</b> | >Do 2 Net damage.  | Wall | 3    | 2   | Corp   | C      |
| <b>Zombie</b>         | >Do 2 Net damage.  | Sen  | 9    | 4   | Corp   | C      |

| Name                           | Description  | Type | Cost | Trash | Player | Rarity |
|--------------------------------|--|------|------|-------|--------|--------|
| <b>ACME Savings and Loan</b>   | Rezzing ACME S&L costs 1 agenda point. When you rez ACME S&L, gain 12 bits and trash ACME S&L. For the remainder of the game, pay 1 bit at the end of each of your turns or lose the game. You can remove this effect and score 1 agenda point by taking an action to pay 12 bits. | Tra  | 0    | 0     | Corp   | U      |
| <b>BBS Whispering Campaign</b> | Put 16 bits from the bank on BBS Whispering Campaign when you rez it. When all the bits have been removed, trash this card. Action: Take 2 bits from BBS Whispering Campaign.  | Adv  | 0    | 4     | Corp   | C      |

| Name                                   | Description   | Type | Cost | Trash | Player | Rarity |
|--|---|------|------|-------|--------|--------|
| <b>Corporate Negotiating Center</b>    | At the start of each of your turns, gain 1 bit for each agenda card stored in HQ that you show to Runner.   | Ass  | 0    | 3     | Corp   | R      |
| <b>Corrunners Shattered Remains</b>    | You may advance Shattered Remains before and after you rez it. When Runner accesses Shattered Remains, it destroys one piece of hardware for each advancement counter on it.  | Ass  | 2    | 0     | Corp   | U      |
| <b>Cowboy Sysop</b>                    | Action: Choose 1 of your installed cards to be uninstalled. Store in HQ.  | Ass  | 0    | 3     | Corp   | U      |
| <b>Data Masons</b>                     | Cost to rez walls is reduced by 2 bits. All walls have +1 strength.   | Ass  | 1    | 1     | Corp   | R      |
| <b>Department of Truth Enhancement</b> | Action: Put 3 bits from the bank on Truth Enhancement. Action: Take all the bits from Department of Truth Enhancement.  | Ass  | 2    | 1     | Corp   | U      |
| <b>Disinfectant, Inc.</b>              | You may pay 1 bit to avoid receiving a virus counter. Use this ability only once each turn.   | Ass  | 0    | 4     | Corp   | R      |
| <b>Encoder, Inc.</b>                   | Cost to rez code gates is reduced by 1 bit. All code gates have an additional subroutine, ">End the run," after all other subroutines.  | Ass  | 1    | 0     | Corp   | R      |
| <b>ESA Contract</b>                    | Action: Draw two cards.   | Ass  | 0    | 3     | Corp   | U      |
| <b>Euromarket Consortium</b>           | Hand size +2. Action: Draw two cards.   | Ass  | 2    | 4     | Corp   | U      |
| <b>Experimental AI</b>                 | You may advance Experimental AI before and after you rez it. When Runner accesses Experimental AI, it destroys one program for each advancement counter on it.  | Ass  | 2    | 0     | Corp   | U      |
| <b>Fortress Architects</b>             | Cost to install ice is reduced by 1 bit.  | Ass  | 0    | 3     | Corp   | R      |
| <b>Hacker Tracker Central</b>          | After each trace attempt, whether successful or not, put 1 bit from the bank on Hacker Tracker Central. During a trace attempt, each bit you spend from Hacker Tracker Central increases by 1 both your trace strength and your trace limit.    | Ass  | 0    | 2     | Corp   | U      |
| <b>Holovid Campaign</b>                | Put 12 bits from the bank on Holovid Campaign when you rez it. Take 1 bit from Holovid Campaign at the start of each of your turns. When all the bits have been removed, trash Holovid Campaign.  | Adv  | 4    | 7     | Corp   | C      |
| <b>I Got a Rock</b>                    | Action, 3 agenda points: Do 15 meat damage to Runner. Use this ability only if Runner has two or more tags.   | Ass  | 3    | 2     | Corp   | R      |
| <b>Information Laundering</b>          | You may advance Information Laundering before and after you rez it. Action, Trash, Gain 4 bits for each advancement counter on Information Laundering.  | Tra  | 0    | 1     | Corp   | U      |
| <b>Investment Firm</b>                 | Take 1 bit from Investment Firm, if it has any bits, at the start of each of your turns. Whenever 1 or more bits are added to your pool, you may put 2 bits from the bank on Investment Firm for each 1 bit you choose not to add to your pool. | Tra  | 1    | 2     | Corp   | U      |



**Data Darts and Liche:** Liche is our biggest and baddest piece of ice, but a Runner with enough bits and a strong enough Icebreaker can still get past it unscathed. For maximum protection, protect Liche with a piece of ice like Data Darts. If the Runner doesn't break the second subroutine on Data Darts, he'll be in for a world of pain...

## DATA DARTS

## LICHE

|                            |     |   |   |      |   |
|----------------------------|-----|---|---|------|---|
| <b>Blood Cat</b>           | AI  | 6 | 0 | Corp | R |
| <b>Braindance Campaign</b> | Adv | 6 | 7 | Corp | C |
| <b>Chicago Branch</b>      | Ass | 2 | 1 | Corp | U |
| <b>City Surveillance</b>   | Gra | 1 | 2 | Corp | R |

|                               |     |   |   |      |   |
|-------------------------------|-----|---|---|------|---|
| <b>Krumz</b>                  | AI  | 0 | 2 | Corp | R |
| <b>Nevinyrral</b>             | AI  | 3 | 5 | Corp | R |
| <b>News Group Tawling</b>     | Ass | 1 | 0 | Corp | U |
| <b>Omniscience Foundation</b> | Gra | 0 | 1 | Corp | U |
| <b>Pacific Regional AI</b>    | AI  | 0 | 0 | Corp | R |







## players guide

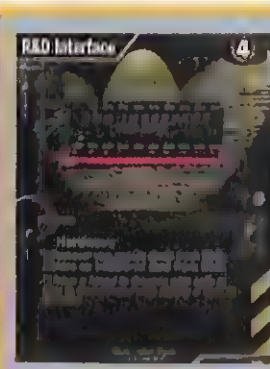
| Name<br>Description   | Cost | Player | Rarity |
|---|------|--------|--------|
| <b>Armadillo Armored Road Home</b><br>Put 2 bits from the bank on ARH when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn. Trash: Prevent up to 3 meat damage.  | 2    | Run    | U      |
| <b>Armored Fridge</b><br>Put seven Ablative counters on Armored Fridge when it is installed. When the last Ablative counter has been removed, trash Armored Fridge. Ablative counter: Prevent 1 meat damage.  | 3    | Run    | U      |
| <b>Artemis 202</b><br>Deck: Provides +2 MU. Put 2 bits from the bank on Artemis 2020 when it is installed. Use these bits only to pay for using icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.   | 10   | Run    | U      |
| <b>Bodyweight Data Creche</b><br>Provides +1 MU. Once per turn, right after making a successful run, you can choose to make another run without taking an action to do so.  | 3    | Run    | R      |
| <b>Carolla Speed Chip</b><br>Put 1 bit from the bank on Carolla Speed Chip when it is installed. Use this bit only to pay for using killers during runs. If you use the bit, replace it at the start of your next turn.   | 1    | Run    | C      |
| <b>Dermatome Bodyplotting</b><br>Prevents 1 meat damage each turn.  | 0    | Run    | U      |
| <b>Drifter Mobile Environment</b><br>Put 2 bits from the bank on Mobile Environment when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn.  | 0    | Run    | U      |
| <b>Full Body Conversion</b><br>Prevents all meat damage. For each 1 bit the Corp pays when meat damage is done, 1 point of meat damage is not prevented by this.  | 0    | Run    | R      |
| <b>Green Knight Surge Buffers</b><br>Prevents 1 Net damage each turn.   | 0    | Run    | C      |
| <b>HQ Interface</b><br>Whenever you access cards from HQ, access an add'l card from HQ.   | 4    | Run    | C      |
| <b>Lifesaver Nanosurgeons</b><br>Action: Draw two cards. Use this ability only if you were damaged during any of your last three actions. Trash: Prevent 1 brain damage.  | 1    | Run    | R      |
| <b>Microtech Backup Drive</b><br>Whenever one or more installed programs are being sent to the trash at the same time, you may instead choose to put any or all of the programs on top of Microtech Backup Drive in any order you choose. If Backup Drive is removed from play, trash any cards on it. Action: Bring the top card on Backup Drive into your hand. | 0    | Run    | C      |
| <b>Microtech Trade Set</b><br>Pay 1 bit in addition to the normal cost to break each ice subroutine. Ignore all AP subroutines except those that have, or that do Net damage. Prevents all but 1 Net damage from each AP subroutine you do not break.   | 1    | Run    | R      |
| <b>Militech MRAM Chip</b><br>Hand size +3.  | 2    | Run    | U      |
| <b>MRAM Chip</b><br>Hand size +2.   | 1    | Run    | U      |
| <b>Nasuka Cycle</b><br>3 bits. Avoid receiving a tag.   | 1    | Run    | V      |
| <b>Pandora's Deck</b><br>Deck: Provides +2 MU. Put 3 bits from the bank on Pandora's Deck when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.   | 6    | Run    | U      |
| <b>Parraline 5750</b><br>Deck: Provides +1 MU. Put 1 bit from the bank on Parraline 5750 when it is installed. Use this bit only to pay for using icebreakers during runs. If you use the bit, replace it at the start of your next turn.   | 5    | Run    | C      |
| <b>PK-6089a</b><br>Deck: Provides +1 MU. Put 3 bits from the bank on PK-6089a when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.   | 4    | Run    | C      |
| <b>R&amp;D Interface</b><br>Whenever you access cards from R&D, access add'l card from R&D.   | 4    | Run    | C      |
| <b>Raven Microcyb Eagle</b><br>Deck: Provides +1 MU. Prevents 1 Net damage each turn. Put 1 bit from the bank on Microcyb Eagle when it is installed. Use this bit only to pay for using icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.  | 6    | Run    | C      |
| <b>Raven Microcyb Owl</b><br>Deck: Provides +1 MU. Put 3 bits from the bank on Microcyb Owl when it is installed. Use these bits only to pay for using icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.  | 11   | Run    | U      |
| <b>Record Reconstructor</b><br>Action: Make a run on the Archives. If run is successful, do not access cards from the Archives, instead, shuffle the face-up pile of Archives and then put the top two cards from that pile on R&D.   | 0    | Run    | R      |

| Name<br>Description   | Cost | Player | Rarity |
|---|------|--------|--------|
| <b>Techtronica Utility Suit</b><br>Deck: Provides +1 MU. Prevents 1 meat damage each turn. Put 5 bits on Techtronica Utility Suit when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn. | 6    | Run    | U      |
| <b>Tycho Mem Chip</b><br>Provides +3 MU.  | 5    | Run    | C      |
| <b>WuTech Mem Chip</b><br>Provides +1 MU.   | 1    | Run    | C      |
| <b>Zetatech Mem Chip</b><br>Provides +2 MU.   | 3    | Run    | C      |
| <b>ZZ22 Speed Chip</b><br>Put 2 bits from the bank on ZZ22 Speed Chip when it is installed. Use these bits only to pay for killers during runs. If you use any of these bits, replace them at the start of your next turn.  | 5    | Run    | C      |

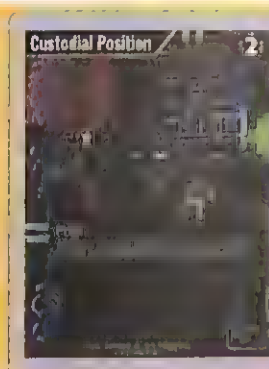
## PREPS

| Name<br>Description   | Cost | Player | Rarity |
|---|------|--------|--------|
| <b>All-Nighter</b><br>Make a run; whether or not that run is successful, you may then make another run.   | 0    | Run    | C      |
| <b>Anonymous Tip</b><br>Deal a piece of black ice of your choice.   | 3    | Run    | R      |
| <b>Arasaka Owns You</b><br>Do not play Arasaka Owns You as a normal action, instead, play it when you would suffer enough damage to flatline you. Prevent all damage, trash this card, remove any brain damage you have suffered, and then refresh your hand to its maximum size. Gain 10 bits and remove all tags. You forgo your next four actions, and you forfeit the next 3 agenda points you score. | 0    | Run    | R      |
| <b>Bodyweight Synthetic Blood</b><br>Draw five cards.   | 2    | Run    | U      |
| <b>Core Command Jettison Ice</b><br>Play only if you made a successful run on HQ this turn. Pay the rez cost of a piece of ice to trash it.   | 0    | Run    | U      |
| <b>Custodial Position</b><br>Make a run on R&D. If run is successful, access two additional cards from R&D.   | 2    | Run    | C      |
| <b>Deal with Militech</b><br>Play only if you liberated any Research agendas this turn. Put a Militech counter on each of your icebreakers. A Militech counter gives the icebreaker it is an +1 strength.   | 0    | Run    | R      |
| <b>Desperate Competitor</b><br>Play only if you liberated any Gray Ops agendas this turn. Score 1 agenda point.   | 0    | Run    | R      |
| <b>Edited Shipping Manifests</b><br>Make a run on HQ. If run is successful, and the Corp has any bits when you would access HQ, do not access cards from HQ; instead, the Corp loses 1 bit and gives you a tag, and you gain 10 bits.   | 1    | Run    | C      |
| <b>Executive Wiretaps</b><br>Make a run on HQ. If run is successful, access two additional cards from HQ.   | 2    | Run    | C      |

| Name<br>Description  | Cost | Player | Rarity |
|--|------|--------|--------|
| <b>Hunt Club BBS</b><br>Expose up to three installed cards.  | 1    | Run    | C      |
| <b>Ice and Data's Guide to the Net</b><br>Expose the automost ice of each data fort.   | 0    | Run    | U      |
| <b>If You Want It Done Right...</b><br>Look through the top five cards of your stack. Bring one of those cards into your hand, and arrange the rest in any order you choose.                               | 0    | Run    | C      |
| <b>Inside Job</b><br>Make a run. You automatically pass the first piece of ice you encounter during that run.  | 2    | Run    | U      |
| <b>Jack 'n' Joe</b><br>Draw three cards.   | 0    | Run    | C      |
| <b>Kilroy Was Here</b><br>Make a run on R&D, you may trash, at no cost, any cards you access that were stored in R&D, even if the cards cannot normally be trashed.  | 0    | Run    | U      |
| <b>Livewire's Contacts</b><br>Gain 3 bits.   | 0    | Run    | C      |
| <b>Lucidrine Booster Drug</b><br>Make a run, and gain 9 bits, which you may use only during that run. After that run is completed, suffer 1 brain damage; this damage cannot be prevented.                 | 0    | Run    | U      |
| <b>Mantis, Fixer-at-Large</b><br>Search your stack for a card, and bring it into your hand. Reshuffle your stack afterwards.   | 3    | Run    | C      |
| <b>misc-for-sale</b><br>Trash any number of your installed cards. Gain 3 bits for each card trashed in this way.   | 0    | Run    | R      |
| <b>MIT West Tier</b><br>Shuffle your hand, trash, and stack together, and then draw five cards. When you play MIT West Tier, remove it from the game instead of trashing it.                               | 3    | Run    | R      |
| <b>Open-Ended Mileage Program</b><br>Remove a tag, at no cost. You may pay 1 bit when you play Open-Ended Mileage Program to take it back into your hand instead of trashing it.                           | 0    | Run    | C      |
| <b>Organ Donor</b><br>Trash up to five cards from your hand. Gain 2 bits for each card trashed in this way.  | 0    | Run    | R      |
| <b>Playful AI</b><br>Roll a die. On a 1, 2 or 3, gain that many bits, set aside that many dice to roll again, or choose some combination thereof. Repeat until you have rolled all the dice you set aside. | 1    | Run    | R      |
| <b>Priority Wreck</b><br>Make a run on HQ. If run is successful, do not access cards from HQ; instead, pay any # of bits to force the Corp to lose that many bits.   | 0    | Run    | R      |
| <b>Private LDL Access</b><br>Make a run on HQ. If run is successful, do not access cards from HQ; instead, treat run as a successful run on R&D.   | 0    | Run    | U      |
| <b>Romp through HQ</b><br>Make a run on HQ, you may trash, at no cost, any cards you access that were stored in HQ, even if the cards cannot normally be trashed.  | 2    | Run    | U      |
| <b>Score!</b><br>Gain 9 bits.  | 5    | Run    | C      |



R&D INTERFACE



CUSTODIAL POSITION

## R&D Interface and Custodial Position:

Channel Fireball? Not quite, but here's a very possible first-turn kill. First use an action to gain a bit. Next, pay four to install R&D Interface. Then make a run on R&D using Custodial Position. If the Corp left R&D unprotected, or if you get past his ice, you'll get to access four cards from R&D! Even if you don't win, you're almost sure to get an agenda.

|   |   |     |   |
|---|---|-----|---|
| <b>Forged Activation Orders</b><br>Choose a piece of ice. The Corp either rezzes that piece of ice or trashes it.   | 1 | Run | R |
| <b>Forgotten Backup Chip</b><br>Search your trash for a program and bring it into your hand.  | 0 | Run | C |
| <b>Fortress Respecification</b><br>Play only if you made a successful run this turn. Rearrange the ice installed on the last fort on which you made a successful run. This does not expose any concealed ice. | 0 | Run | R |
| <b>Gideon's Pawn Shop</b><br>Search your trash for a card and bring it into your hand.  | 2 | Run | C |
| <b>Hot Tip for WNS</b><br>Score 1 agenda point if you liberated any Black Ops agendas this turn.  | 0 | Run | R |

|   |   |     |   |
|---|---|-----|---|
| <b>Security Code WORM Chip</b><br>Play only if you made a successful run on HQ this turn. Trash a piece of unrezed ice.   | 0 | Run | U |
| <b>Sneak Preview</b><br>Choose a program from your trash or search your stack for a program. Install that program, at no cost. Shuffle your stack afterwards. At the end of the turn, take the program into your hand.  | 3 | Run | R |
| <b>Social Engineering</b><br>Hide at least 2 bits from your pool in your hand; the Corp then guesses how many bits you hid. If the Corp guesses correctly, lose that many bits. Otherwise, choose a data fort and a piece of ice on that fort. Then make a run on that fort, during which automatically pass that piece of ice. | 1 | Run | U |



| Name                             | Description  | Cost | Player | Rarity | Name                            | Description  | Type | Cost | Str | Mem | Player | Rarity | Name                          | Description   | Type | Cost | Str | Mem | Player | Rarity |
|----------------------------------|--|------|--------|--------|---------------------------------|--|------|------|-----|-----|--------|--------|-------------------------------|---|------|------|-----|-----|--------|--------|
| <b>Stumble Through Wildspace</b> | Make a run. You have +9 link for every trace attempt made during that run.   | 2    | Run    | R      | <b>Dogcatcher</b>               | 1: Break pit bull, hellhound, bloodhound, or watchdog subroutine.<br>1: +1 strength.   | Ice  | 3    | 3   | 1   | Run    | U      | <b>Jackhammer</b>             | 0: Break wall subroutine.<br>1: +1 strength.  | Ice  | 1    | 0   | 1   | Run    | V      |
| <b>Synchronized Attack on HQ</b> | Play only if you made a successful run on HQ this turn. The Corp discards all cards. The Corp can retain cards by paying 2 bits for each card not discarded.                         | 4    | Run    | R      | <b>Dropt</b>                    | 0: Break ice subroutine, end the run.<br>1: +1 strength.   | Ice  | 3    | 4   | 1   | Run    | U      | <b>Japanese Water Torture</b> | 0: Break wall subroutine.<br>X: +X strength, and forfeit your next X actions.   | Ice  | 7    | 2   | 1   | Run    | R      |
| <b>Temple Microcode Outlet</b>   | Search through your stock for a program. Show that program to the Corp, then bring it into your hand. Reshuffle your stock afterwards.   | 1    | Run    | C      | <b>Dupre</b>                    | 1: Break code gate subroutine.<br>2: +1 strength.<br>Put a +1 strength counter on Dupre after each run during which it was used. All strength counters on Dupre are lost if you use Dupre on a different fort.   | Ice  | 1    | 0   | 1   | Run    | R      | <b>Joan of Arc</b>            | Trash: Prevent one or more of your other installed programs from being trashed.<br>1: As above, and bring Joan of Arc into your hand. | —    | 0    | —   | 1   | Run    | R      |
| <b>Terrorist Rapsal</b>          | Play only if the Corp scored any Black Ops agendas during its last turn. The Corp discards five cards at random.   | 2    | Run    | R      | <b>Dwarf</b>                    | 1: Break wall subroutine.<br>1: +1 strength.   | Ice  | 6    | 3   | 1   | Run    | C      | <b>Krash</b>                  | 2: Break ice subroutine.<br>2: +1 strength.   | Ice  | 0    | 0   | 1   | Run    | U      |
| <b>Total Genetic Retrofit</b>    | Remove all tags, at no cost, and automatically avoid receiving your next tag.  | 3    | Run    | R      | <b>Emergency Self-Construct</b> | Trash: Prevent yourself from being flattened, though you still lose all cards in your hand. Remove all brain damage. For the remainder of the game, you have only three actions per turn. Your hand size is reduced by 1 and all meat damage is automatically prevented. | —    | 0    | —   | 1   | Run    | R      | <b>Looney Goon</b>            | 1: Break sentry subroutine.<br>1: +1 strength.  | Ice  | 4    | 0   | 1   | Run    | V      |
| <b>Valu-Pak Software Bundle</b>  | Gain up to five consecutive actions, which you may use only to install programs, and gain 1 bit. If you do not spend the bit during these actions, return it to the bank afterwards. | 0    | Run    | U      | <b>Evil Twin</b>                | 3: Break sentry subroutine.<br>1: +1 strength.<br>Prevents up to 2 Net and/or brain damage each turn.  | Ice  | 6    | 3   | 1   | Run    | R      | <b>Microtel AI Interface</b>  | Whenever you are about to access cards from R&D, you may first choose to cut any # of cards from the top to bottom of R&D.            | —    | 0    | —   | 1   | Run    | R      |
| <b>Weather-to-Finance Pipe</b>   | Make a run on HQ. If run is successful, do not access cards from HQ; instead, the Corp loses 4 bits.   | 0    | Run    | U      | <b>Expert Schedule Analyzer</b> | After you access cards from HQ, look at all cards stored in HQ.  | —    | 0    | —   | 1   | Run    | U      | <b>Mouse</b>                  | Action: Expose a card installed inside a data fort.   | Det  | 2    | —   | 1   | Run    | U      |

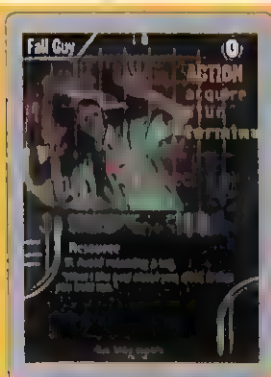
## PROGRAMS

| Name                                | Description   | Type | Cost | Str | Mem | Plr | Rarity |
|-------------------------------------|---|------|------|-----|-----|-----|--------|
| <b>Afreel</b>                       | Afreel can have up to 3 MU of programs installed in it. All icebreakers installed in Afreel have their strength reduced by 1. If Afreel leaves play, trash all programs installed in it.  | Doc  | 2    | —   | 1   | Run | U      |
| <b>AI Boon</b>                      | 1: Break sentry subroutine.<br>1: +1 strength.<br>At the start of each run, roll a die to determine AI Boon's strength for that run.  | Ice  | 12   | *   | 1   | Run | R      |
| <b>Baeder's Net Map</b>             | 0: Base link 1.<br>1: +1 link.  | —    | 1    | —   | 1   | Run | C      |
| <b>Backdoor</b>                     | 0: Base link 3.<br>2: +1 link.  | —    | 2    | —   | 2   | Run | U      |
| <b>Bartmoss Memorial Icebreaker</b> | 1: Break ice subroutine.<br>1: +1 strength.<br>After passing each piece of ice, roll a die if you used this card. On a 1, trash Bartmoss Memorial Icebreaker.   | Ice  | 5    | 0   | 1   | Run | R      |
| <b>Black Dahlia</b>                 | 2: Break sentry subroutine.<br>2: +1 strength.  | Ice  | 10   | 5   | 1   | Run | V      |
| <b>Blink</b>                        | 0: Roll a die. On a 4, 5, or 6, break ice subroutine; otherwise, suffer that much Net damage. Use this ability only once on each subroutine during each encounter with a piece of ice.  | Ice  | 5    | 5   | 1   | Run | U      |
| <b>Boardwalk</b>                    | Whenever you make a successful run on HQ, give the Corp a Boardwalk counter. At the start of each of your turns, every two Boardwalk counters require Corp to show you, at random, a card stored in HQ.                               | Vir  | 0    | —   | 1   | Run | U      |
| <b>Butcher Boy</b>                  | Whenever you make a successful run on HQ, give the Corp a Butcher Boy counter. Every two Butcher Boy counters gain you 1 bit at the start of each of your turns.  | Vir  | 2    | —   | 1   | Run | U      |
| <b>Cascade</b>                      | Whenever you make a successful run on R&D, give the Corp a Cascade counter. Every two Cascade counters require the Corp to trash facup one card stored in R&D, at the start of each of its turns.                                     | Vir  | 0    | —   | 1   | Run | U      |
| <b>Clock</b>                        | Put 3 bits from the bank on Clock when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use any of these bits, replace them at the start of your next turn. | Ste  | 7    | —   | 1   | Run | C      |
| <b>Clown</b>                        | All ice encountered with its strength reduced by 1.   | —    | 4    | —   | 1   | Run | C      |
| <b>Cockroach</b>                    | Whenever you make a successful run on HQ, give the Corp a Cockroach counter. Two or more Cockroach counters cause all discards from HQ to become random.  | Vir  | 0    | —   | 1   | Run | U      |
| <b>Codecracker</b>                  | 0: Break code gate subroutine.<br>1: +1 strength.   | Ice  | 2    | 0   | 1   | Run | V      |
| <b>Codeslinger</b>                  | 1: Break sentry subroutine.   | Ice  | 7    | 3   | 1   | Run | V      |
| <b>Cybermaster</b>                  | 2: Break code gate subroutine.<br>1: +1 strength.   | Ice  | 4    | 5   | 1   | Run | V      |
| <b>Deep Thought</b>                 | Whenever you make a successful run on R&D, give the Corp a Thought counter. Three or more Thought counters allow you to look at the top card of R&D at the start of each of your turns.   | Vir  | 0    | —   | 1   | Run | R      |



## EDITED SHIPPING MANIFESTS

|                      |  |     |   |   |   |     |   |
|----------------------|--|-----|---|---|---|-----|---|
| <b>Fait Accompli</b> | Whenever you make a successful run on a subsidiary data fort, put a Fait counter in that fort. Every two Fait counters in a fort give +1 difficulty to all agendas installed inside that fort.   | Vir | 1 | — | 1 | Run | U |
| <b>False Echo</b>    | 2: The Corp must raz as much ice as possible on a fort, beginning with the outermost ice and working in. Use this ability only after a successful run on that fort.  | —   | 0 | — | 1 | Run | R |
| <b>Flak</b>          | 1: Break AP subroutine.<br>1: +1 strength.   | Ice | 4 | 2 | 1 | Run | U |
| <b>Force Shield</b>  | Prevents up to 2 Net and/or brain damage total each turn.  | —   | 2 | — | 1 | Run | C |
| <b>Gremkins</b>      | Whenever you make a successful run on HQ, give the Corp a Gremkin counter. Every 2 Gremkin counters decrease the Corp's hand size by 1.  | Vir | 2 | — | 1 | Run | U |
| <b>Grubb</b>         | 1: Break wall subroutine.<br>2: +1 strength for the remainder of this run.   | Ice | 0 | 0 | 1 | Run | U |
| <b>Hammer</b>        | 1: Break wall subroutine.<br>1: +1 strength.   | Ice | 2 | 2 | 1 | Run | V |
| <b>Imp</b>           | Imp can have up to 2 MU of programs installed in it. All icebreakers installed in this way have their strength reduced by 1.   | Doc | 0 | — | 1 | Run | U |
| <b>Incubator</b>     | Whenever you make a successful run, give the Corp an Incubator counter. Each Incubator counter necessitates a die roll at the start of each of your turns; on each 6, choose a Virus counter and exchange that counter for two counters of the same type.        | Vir | 0 | — | 1 | Run | R |
| <b>Invisibility</b>  | Put 1 bit from the bank on Invisibility when it is installed. Use this bit only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use the bit, replace it at the start of your next turn.                                    | Ste | 0 | — | 1 | Run | C |
| <b>I Spy</b>         | Trash: Put a Spy counter in a data fort. A Spy counter exposes all cards installed inside or on a fort containing 1. The Corp may remove a Spy counter by taking an action to pay 4 bits. Use this ability only immediately after a successful run on that fort. | —   | 0 | — | 1 | Run | U |



## FALL GUY

|                              |   |     |   |   |   |     |   |
|------------------------------|---|-----|---|---|---|-----|---|
| <b>Netpage Inverter</b>      | Reverse a fort's ice cards so that the outermost piece of ice becomes the innermost, and so forth. Use this ability only immediately after a successful run on that data fort.  | —   | 0 | — | 1 | Run | R |
| <b>News Group Filter</b>     | Action: Gain 2 bits.  | —   | 5 | — | 2 | Run | U |
| <b>Pattel's Virus</b>        | Whenever you make a successful run, put a Pattel counter on a piece of ice that had all its subroutines broken during that run. Each Pattel counter on a piece of ice reduces its strength by 1.                          | Vir | 1 | — | 1 | Run | U |
| <b>Piledriver</b>            | 3: Break up to four wall subroutines on a single piece of ice.<br>1: +1 strength.<br>Whenever you use Piledriver, lose a total of 3 bits from stealth cards.  | Ice | 1 | 7 | 1 | Run | V |
| <b>Poltergeist</b>           | Put 2 bits on Poltergeist when it is installed. Use these bits only to pay for trashing nodes. If you use any of these bits, replace them at the start of your next turn.   | —   | 0 | — | 1 | Run | R |
| <b>Pox</b>                   | Whenever you make a successful run, put a Pox counter in the fort that was run. Every two Pox counters in a fort require the Corp to pay 1 bit, in addition to any other costs, to install a card inside or on that fort. | Vir | 0 | — | 1 | Run | U |
| <b>R&amp;D Protocol File</b> | Action: Make a run on R&D, but instead of accessing cards, look at the top five cards of R&D.   | —   | 0 | — | 1 | Run | U |
| <b>Rabbit</b>                | Ice that attempts to trace you has its trace limit reduced by 1.  | —   | 0 | — | 1 | Run | U |
| <b>Raffles</b>               | 1: Break code gate subroutine.<br>2: +1 strength.   | Ice | 7 | 4 | 1 | Run | V |
| <b>Rotting Piston</b>        | 2: Break wall subroutine.<br>1: +1 strength.<br>Whenever you break a wall subroutine with Rotting Piston, lose a total of 2 bits from stealth cards.  | Ice | 4 | 5 | 1 | Run | V |
| <b>Raptor</b>                | 2: Break sentry subroutine.<br>1: +1 strength.  | Ice | 1 | 1 | 1 | Run | V |

|     |                         |     |        |     |           |      |            |      |           |     |            |     |         |     |             |
|-----|-------------------------|-----|--------|-----|-----------|------|------------|------|-----------|-----|------------|-----|---------|-----|-------------|
| Adv | Advertisement           | Amb | Ambush | Bla | Black Ops | Del  | Deletion   | Gate | Code Gate | Ice | Icebreaker | San | Sentry  | Tru | Transaction |
| AI  | Artificial Intelligence | Ass | Asset  | Doc | Doorman   | Diff | Difficulty | Gra  | Gray Ops  | Res | Research   | Ste | Stealth | Vir | Virus       |



players guide

| Name         | Description   | Type | Cost | Str | Mem | Player | Rarity |
|--------------|---|------|------|-----|-----|--------|--------|
| Reflector    | 0: Break Sentry, hellbolt, or knockout subroutine.<br>1: +1 strength.   | Ice  | 2    | 4   | 1   | Run    | R      |
| Replicator   | 0: Break ice subroutine that traces<br>1: +1 strength.  | Ice  | 5    | 2   | 1   | Run    | U      |
| Scatter Shot | Put 2 bits from the bank on Scatter Shot when it is installed. Use these bits only to pay for trashing upgrades. If you use any of these bits, replace them at the start of your next turn. | —    | 0    | —   | 1   | Run    | R      |

| Name                        | Description   | Type | Cost | Str | Mem | Player | Rarity |
|-----------------------------|---|------|------|-----|-----|--------|--------|
| Wild Card                   | 0: Break sentry subroutine.<br>3: +1 strength.  | Ice  | 0    | 0   | 1   | Run    | V      |
| Wizard's Book               | 0: Break code gate subroutine.<br>2: +1 strength.   | Ice  | 5    | 2   | 1   | Run    | V      |
| Worm                        | 0: Break wall subroutine.<br>3: +1 strength.  | Ice  | 4    | 2   | 1   | Run    | V      |
| Zetatech Software Installer | Put 2 bits on Software Installer when it is installed. Use these bits only to pay for installing programs. If you use any of these bits, replace them at the start of your next turn. | —    | 0    | —   | 1   | Run    | U      |

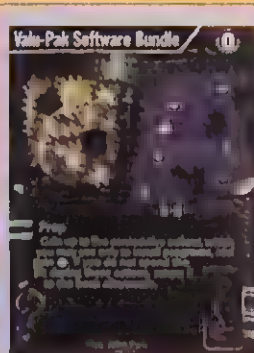
RESOURCES

| Name                 | Description     | Cost | Player | Rarity |
|----------------------|-----------------|------|--------|--------|
| Access Through Alpha | 1: Base link 9. | 9    | Run    | R      |

| Name                            | Description  | Cost | Player | Rarity |
|---------------------------------|--|------|--------|--------|
| Hell's Run                      | Put 1 bit from the bank on Hell's Run when it is installed. Use this bit only to pay for increasing your link. If you use the bit, replace it at the start of your next turn.  | 0    | Run    | U      |
| Junkyard BBS                    | Action, 1 bit: Bring the top card from your trash into your hand.  | 1    | Run    | U      |
| Karl de Veres, Corporate Stooge | Gain 1 bit each time you make a successful run.  | 2    | Run    | U      |
| Leland, Corporate Bodyguard     | 1: Prevent 1 meat damage.<br>Trash: Avoid receiving a tag  | 2    | Run    | C      |
| Loan from Chiba                 | Gain 12 bits when Loan from Chiba is installed. At the start of each of your turns, lose 1 bit. If LFC leaves play, pay 10 bits or lose the game. You may trash LFC at the end of any of your turns.   | 0    | Run    | U      |
| N.E.T.O.                        | Action: Look at the top four cards of your stack. You may bring any prep or resource cards among them into your hand. Pay 1 for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack.  | 0    | Run    | R      |
| Homad Allies                    | Action, 1: Remove a tag at no cost.<br>Trash: Avoid receiving a tag  | 2    | Run    | V      |
| Preying Mantis                  | Each of your turns, you may choose to gain an action. If you do, suffer 1 brain damage at end of the turn. This damage cannot be prevented.  | 0    | Run    | R      |
| Quest for Catekin               | At the start of each of your turns, roll a die. On a 6, trash Quest for Catekin, and you gain an action on each of your turns for the remainder of the game. On a 1, suffer 1 brain damage. On a 2, suffer 1 Net damage. This damage cannot be prevented.  | 4    | Run    | R      |
| Restrictive Net Zoning          | Choose a data port when Restrictive Net Zoning is installed. The corp must pay 2 bits, in addition to the normal cost, to install ice on that port.  | 1    | Run    | U      |
| Rigged Investments              | Put 12 bits from the bank on Rigged Investments when it is installed. At the start of each of your turns, take 1 bit from Rigged Investments. When all the bits from Rigged Investments have been removed, trash Rigged Investments.   | 4    | Run    | C      |
| Ronin Around                    | Action: Look at the top five cards of your stack. You may bring any hardware cards among them into your hand. Pay 1 bit for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack. Action, 2 bits. Expose any card.   | 3    | Run    | R      |
| Shell Traders, The              | Action: Choose a program or hardware card from your hand. Set that card aside, and put number of Shell counters on it equal to its installation cost. When the last counter has been removed, install that card at no cost. Remove one Shell counter from one card at the start of each of your turns.<br>1: Remove one Shell counter from a card. | 0    | Run    | R      |
| Short Circuit, The              | Action, 1: Search your stack for a program. Show that program to the Corp, then bring it into your hand. Reshuffle your stack afterwards.  | 1    | Run    | C      |
| Short-Term Contract             | Put 12 bits from the bank on Short-Term Contract when it is installed. When all the bits have been removed, trash Short-Term Contract.<br>Action: Take 2 bits from Short-Term Contract.  | 1    | Run    | C      |
| Silicon Saloon Franchise        | Action: Gain 1 bit and draw one card.  | 8    | Run    | R      |
| Smith's Pawnshop                | At the start of each of your turns, you may trash one of your other installed cards to gain 2 bits.  | 0    | Run    | U      |
| Springboard, The                | 1: +1 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each spent.   | 0    | Run    | C      |
| Submarine Uplink                | 0: Base link 4.<br>1: +1 link.<br>You may use Submarine Uplink only during a run. Using Submarine Uplink forces you to jack out after the current encounter ends.  | 0    | Run    | U      |
| Technician Lover                | Action: Look at the top card of R&D  | 2    | Run    | U      |
| Top Runners Conference          | Gain 2 bits at the start of each of your turns. Trash Top Runner's Conference when you make a run.   | 0    | Run    | R      |
| Trauma Team                     | Put two Trauma counters on Trauma Team when it is installed.<br>Trauma Counter: Prevent 1 meat damage.<br>Action: Put one Trauma counter on Trauma Team.   | 0    | Run    | U      |
| Umbrella Policy                 | Trash: Prevent an installed program or hardware card from being trashed.   | 0    | Run    | U      |
| Wilson, Weefierunner Apprentice | Each of your turns, you may choose to gain an action, which you may use only to make a run. You cannot spend more than 3 bits during that run to pay for using icebreakers or increasing your link. Use this ability only once per turn and only during your turn.<br>Trash: Prevent any amount of meat damage                                     | 4    | Run    | U      |



THE SHORT CIRCUIT



VALU-PAK SOFTWARE BUNDLE

**The Short Circuit and Valu-Pak Software Bundle:** Here's a nice little way to get your software selection up to the right specs. First use The Short Circuit to pluck your favorite programs out of your stack (one of each icebreaker perhaps?) and then use Valu-Pak Software Bundle to get them all into play without having to wait around for your hard drive to reboot.

|                          |   |     |    |   |   |     |   |
|--------------------------|---|-----|----|---|---|-----|---|
| SeeYa                    | Action, 1: Expose an installed card.  | Det | 3  | — | 1 | Run | C |
| Self-Modifying Code      | Trash: Search your stack for a program and install that program, if you can. Shuffle your stack afterwards. Use this ability only during a run.   | —   | 2  | — | 2 | Run | R |
| Shaka                    | 1: Break sentry subroutine.<br>2: +1 strength.  | Ice | 4  | 2 | 1 | Run | V |
| Shield                   | Prevents up to 2 Net damage each turn.  | —   | 0  | — | 1 | Run | C |
| Shredder Uplink Protocol | Action: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, treat run as a successful run on HQ.  | —   | 4  | — | 2 | Run | U |
| Signpost                 | 1: +2 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each spent.  | —   | 2  | — | 1 | Run | U |
| Skrivviss                | Whenever you make a successful run on R&D, give the Corp a Skrivviss counter. Each Skrivviss counter requires the Corp to draw one extra card at the start of each of its turns.  | Vir | 3  | — | 1 | Run | U |
| Smartheya                | Once during each run, you may expose a piece of unrazed ice as you approach it. You may then jack out before the Corp decides whether to rez the ice.   | Det | 2  | — | 1 | Run | C |
| Snowball                 | Snowball has +1 strength for each subroutine it has broken during a run, until the end of that run.<br>1: Break sentry subroutine.<br>1: +1 strength.   | Ice | 10 | 0 | 1 | Run | R |
| Speed Trap               | 0: Jack out before an upgrade or node takes effect. Use this ability only immediately after the Corp has rezzed that upgrade or node.   | Det | 0  | — | 1 | Run | U |
| Startup Immolator        | Trash: Pay the rez cost of a piece of ice to trash that piece of ice. Use this ability only if you have just broken all the subroutines of that piece of ice.   | —   | 0  | — | 1 | Run | U |
| Succubus                 | Succubus can have up to 3 MJU of programs installed in it. If Succubus leaves play, trash all programs installed in it.   | Doe | 3  | — | 1 | Run | R |
| Timewheel                | 0: Break code gate subroutine.  | Ice | 5  | 3 | 1 | Run | V |
| Vewy Vewy Quiet          | Put 2 bits from the bank on Vewy Vewy Quiet when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use any of these bits, replace them at the start of your next turn. | Sit | 1  | — | 1 | Run | C |

|                                 |  |   |     |   |
|---------------------------------|--|---|-----|---|
| Access to Arasaka               | 2: Base link 4.<br>2: +1 link.   | 2 | Run | V |
| Access to Kiribati              | 1: Base link 1.<br>1: +1 link.   | 1 | Run | V |
| Ajard'Qui                       | Action: Look at the top five cards of your stack. You may bring any program cards among them into your hand. Pay 1 bit for each card taken in this way and show those cards to the Corp. Shuffle your stack.               | 0 | Run | R |
| Back Door to Hilliard           | 0: Base link 2.<br>3: +1 link.   | 0 | Run | C |
| Back Door to Orbitol Air        | 0: Base link 2.<br>2: +1 link.   | 0 | Run | V |
| Broker                          | Each of your turns, you may take only one action to use Broker.<br>Action: Put 3 bits from the bank on Broker.<br>Action: Take all the bits from Broker.   | 3 | Run | C |
| Code Viral Cache                | Play only if you made a successful run on HQ this turn. If the Corp forgoes actions to lose Virus counters, two counters of your choice are not removed. The Corp may trash Viral Cache by taking an action to pay 5 bits. | 1 | Run | R |
| Corporate Ally                  | Unique: Installing Corporate Ally costs 1 agenda point in addition to the normal cost. The difficulty of all agendas is +1.  | 3 | Run | R |
| Crash Everett, Inventive Fixer  | Unique: Whenever you draw one or more cards from your stack, draw an extra card; then choose one of the cards drawn and either trash it or return it to the top of your stack.   | 2 | Run | C |
| Danishi's Second ID             | Action, Trash: Remove up to three tags, at no cost.  | 0 | Run | U |
| Databroker                      | Action, Trash, 1 agenda point: Gain 10 bits.   | 0 | Run | U |
| Diplomatic Immunity             | Prevents all meat damage. The Corp may pay 1 agenda point to cancel this effect until end of turn.   | 1 | Run | R |
| Fall Guy                        | Trash: Avoid receiving a tag.  | 0 | Run | V |
| Field Reporter for Ice and Data | At the end of each of your turns, gain 1 bit for each piece of ice the Corp rezzed during that turn.   | 0 | Run | R |
| Floating Runner BBS             | Gain 1 bit at the start of each of your turns  | 6 | Run | U |





## STAR TREK: TNG— ALTERNATE UNIVERSE

DECIPHER - 1996

Full Set (122 cards)

### ARTIFACTS

| Name  | Type      | Points | Requirement | Rarity |
|---|-----------|--------|-------------|--------|
| Cryosatellite   | AU        | R      |             |        |
| Seed at a space location. May seed one additional artifact and up to 3 AU icon personnel here. Those Personnel come aboard your ship when mission completed.                      |           |        |             |        |
| Data's Head   | Equipment | AU     | II          |        |
| Use as Equipment card. Head has Cunning=10 and Computer Skill. While on a ship, Range, Weapons and Shields are +2. (Not cumulative.)  |           |        |             |        |
| Iconian Gateway   | Event     | R      |             |        |
| Place in hand until played on a planet location as an Event card. While in play, anyone's personnel and equipment can move instantly from Iconian Gateway to any other planet(s). |           |        |             |        |
| Ophidian Cane   | Interrupt | AU     | R           |        |
| Place in hand until played as an Interrupt card to allow 3 through Devildan Door OR double Devildan Foragers (to four personnel) OR double Empathic Touch.                        |           |        |             |        |
| Receptacle Stones   | Event     | R      |             |        |
| Place in hand until played as an Event card on the crew of an opponent's ship. Any space dilemmas you encounter this turn also apply to that ship and crew. Discard event.        |           |        |             |        |
| Ressikan Flute  | X         | AU     | R           |        |
| Immediately play on table. X varies constantly, where X=5 points for each of your Music personnel in play. Destroy with The Devil. (Not duplicatable.)                            |           |        |             |        |
| Samuel Clemens' Pocketwatch   | Interrupt | AU     | R           |        |
| Place in hand until played as an Interrupt card. One action that must happen on your next turn (such as your card draw), happens now instead.                                     |           |        |             |        |

### DILEMMAS

| Name   | Type   | Points | Requirement | Rarity |
|--|--------|--------|-------------|--------|
| Alien Labyrinth  | Planet | C      |             |        |
| To get through this maze-like structure and continue, Away Team must have a Tricorder OR 2 Engineer.   |        |        |             |        |
| Cardassian Trap  | Both   | U      |             |        |
| Unless Empathy present, opponent captures one unique, non-Cardassian personnel from you (random selection) and places it on their side as a captive, along with trap.                    |        |        |             |        |
| Coalescent Organism  | Both   | R      |             |        |
| Unless Exobiology present, one personnel (random selection) dies at end of your next turn. If others present at the death, organism is passed on to one of them (random selection), etc. |        |        |             |        |
| Conundrum  | Space  | AU     | C           |        |
| Unless Integrity>40, this ship must do nothing but chase (at normal speed) & attack 1 of opponent's ships (your choice). Discard dilemma.  |        |        |             |        |
| Edo Probe  | Both   | -10    | U           |        |
| Abandon mission attempt until any player has completed a different mission OR continue but lose points if you fail this turn.  |        |        |             |        |
| Empathic Echo  | Both   | AU     | C           |        |
| One personnel present with Empathy (random selection) is killed unless Security and Medical present.   |        |        |             |        |
| Ferengi Attack   | Planet | C      |             |        |
| Kills one Away Team member (opponent's choice) unless total Cunning + Strength>68 OR Greed present. Discard dilemma.   |        |        |             |        |
| Frame of Mind  | Both   | AU     | U           |        |
| One Away Team member (random selection) now becomes non-aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present.                           |        |        |             |        |
| Gatherers, The   | Planet | C      |             |        |
| Unless Marauder OR Integrity>36 present, discard all Equipment and Artifacts in Away Team, plus one card (random selection) from your hand. Discard dilemma.                             |        |        |             |        |
| Hidden Entrance  | Planet | C      |             |        |
| To locate the concealed entrance and continue, Away Team must have Geordi La Forge OR Engineer + Cunning>32.   |        |        |             |        |
| Higher... The Fewer, The   | Both   | X      | U           |        |
| Subtract X from your total score, where X= the number of personnel in this crew or Away Team.  |        |        |             |        |

Name Type Points Requirement Rarity

Description

|  |        |    |   |  |
|--|--------|----|---|--|
| Hunter Gangs   | Planet | C  |   |  |
| Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if Cunning is even, killed if odd. Discard dilemma.   |        |    |   |  |
| Interphasic Plasma Creatures Both  | AU     | C  |   |  |
| Unless 2 Science or Mindmeld present, play on table as an Event card. While in play, lowers Strength of each of your personnel by 2. (Not cumulative.) |        |    |   |  |
| Malfunctioning Door  | Planet | C  |   |  |
| To get through door, must have Soong-Type Android present OR a combined Strength>27 from up to four Away Team members.                                 |        |    |   |  |
| Maman Picard   | Space  | AU | U |  |
| If this is a Federation ship, immediately transport it to any end of the spaceline (opponent's choice).  |        |    |   |  |
| Outpost Raid   | Both   | C  |   |  |
| If at your outpost: two personnel are killed (opponent's choice) unless Strength>81. Discard dilemma. OR Elsewhere: requires Strength>18 to pass.      |        |    |   |  |
| Parallel Romance   | Planet | AU | U |  |
| If present, one male and one female (random selection) have affair. They are Strength+2 each & stopped now & for your next 2 full turns.               |        |    |   |  |
| Punishment Zone  | Planet | -5 | C |  |
| One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation.                                |        |    |   |  |

### EQUIPMENT

| Name   | Rarity |
|--|--------|
| Description  |        |
| Echo Papa 607 Killer Drone   | R      |
| Use during Away Team or Rogue Borg battles. First time used in battle, Strength=10. Next time used in a separate battle, Strength=20, etc. |        |
| I.P. Scanner   | C      |
| Where present, nullifies Interphasic Plasma Creatures, Brain Drain and Phased Matter   |        |

### EVENTS

| Name  | Requirement | Rarity |
|---|-------------|--------|
| Description   |             |        |
| Baryon Buildup  | C           |        |
| Plays on ship. Range is reduced by 2. (Cumulative.) Remove by returning to outpost & evacuating ship until beginning of following turn.                               |             |        |
| Captain's Log   | U           |        |
| Plays on table. Any of your personnel aboard a ship he or she commanded or captained (as referenced in ship lore) raises Shields +3 and Weapons +3. (Not cumulative.) |             |        |



BRUTE FORCE



FEK'LHR

### Brute Force and

**Fek'lh'r:** As indicated by the mission's name, Brute Force can simply be solved by having an Away Team with a total Strength of 10 times the number of members present. So, who to turn to? Fek'lh'r, of course. With the highest Strength of any character in the game, this bad boy will have no problem helping you skew that ratio in your favor. As a side benefit, since Fek'lh'r is universal, you can make things even easier by using more than one to attempt the mission.

|   |        |         |    |   |
|---|--------|---------|----|---|
| Quantum Singularity Lifeforms   | Space  | AU      | U  |   |
| If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with Emergency Transporter Armboards, Timepod Ring or new Engineer arriving. |        |         |    |   |
| Rascals   | Space  | U       |    |   |
| All unique crew members (maximum of 4, random selection) are kids. Strength=2 and Youth replaces first-listed skill. Cure with 2 Medical and Biology.           |        |         |    |   |
| Royale Casino: Blackjack  | Planet | 5 or -5 | AU | U |
| Play one game of blackjack, using Cunning numbers. Players must show entire hand. Closest to 21 without going over wins points. Otherwise lose points. Ties=0.  |        |         |    |   |
| Thought Fire  | Both   | AU      | C  |   |
| If The Traveler Transcendence is affecting you, all crew members here with (Cunning + Integrity)<12 are killed unless Empathy present.                          |        |         |    |   |
| Worshiper   | Planet | 5       | C  |   |
| If Away Team's Greed>Honor, score bonus points. Otherwise, Away Team is stopped unless Edo Vessel or Anthropology present. Discard dilemma.                     |        |         |    |   |
| Zaldon  | Planet | U       |    |   |
| Unless Treachery x2, Disruptors, Wesley Crusher or Exobiology present, two Away Team members with Diplomacy (random selection) are killed.                      |        |         |    |   |

### DOORWAYS

| Name   | Type | Requirement | Rarity |
|--|------|-------------|--------|
| Description  |      |             |        |
| Alternate Universe Doorway   | C    |             |        |
| Place one on table during the seed phase. Door is now open, allowing your AU icon cards to enter play. OR Struck in deck and use as follows. Plays to nullify one Revolving Door or Subspace Scheme. (Discard doorway.) OR Allows one ship to pass through Q-Hat (Discard doorway.) OR Nullify one Temporal Rift, and return doorway to your hand.                 |      |             |        |
| Devildan Doorway   | AU   | R           |        |
| Allows you to play a card "from the future." Whether or not you currently have a Devildan Door in your hand, at any time say "Devildan Door" and play (to anywhere) one Personnel or Equipment card from your hand. However, any time during your next turn, you must show opponent a Devildan Door from your hand and place it out-of-play, or you lose the game. |      |             |        |

|  |    |   |  |
|--|----|---|--|
| Charybdis, The   | U  |   |  |
| Plays on table. Artifacts at completed missions cannot be acquired until Archaeology present. (If Charybdis destroyed, anyone present may acquire artifact.)   |    |   |  |
| Engage Shuttle Operations  | U  |   |  |
| Plays on table. Shuttlecraft may be carried and launched from your ships (if tractor beams and Engineer present) AND land on planets (requires their total Range).                                       |    |   |  |
| Interrogation  | R  |   |  |
| Plays on one personnel you've captured. Each turn, ask opponent, "How many lights do you see?" If reply is "Five", return captive to outpost, score 10 points. Otherwise, score 1 point, retain captive. |    |   |  |
| Intruder Force Field   | U  |   |  |
| Plays on table. While in play, reverses Telepathic Alien Kidnappers affecting you AND Rogue Borg invading your ships must be 3 or more to be effective.  |    |   |  |
| Kim Dokachin   | U  |   |  |
| Plays on table. When opponent reports a unique personnel for duty, opponent draws no cards at end of that turn.  |    |   |  |
| Lower Decks  | U  |   |  |
| Plays on table. While in play, all your non-holographic, universal personnel are each Cunning +2, Integrity +2 and Strength +2. (Not cumulative.)  |    |   |  |
| Mask of Korgano, The   | C  |   |  |
| Plays on one of your personnel. While in play, changes it from normal to AU icon personnel, or vice versa.   |    |   |  |
| Mot's Advice   | U  |   |  |
| Plays on any one personnel. While in play, that personnel gains the skill of Barbery.  |    |   |  |
| Particle Scattering Field  | C  |   |  |
| Plays on one of your ships with a Particle Scattering Device. No beam-ing to or from a planet is allowed where ship present. You may discard Field at any time.  |    |   |  |
| Revolving Door   | R  |   |  |
| Plays on any Doorway or Iconian Gateway card. It is now closed. OR Nullifies another Revolving Door (discard both) and "re-opens" card underneath.   |    |   |  |
| Reshon Uxbridge  | AU | C |  |
| Plays atop one Event card in play. Protects the underlying event from Kevin Uxbridge. However, Kevin Uxbridge may remove (discard) Reshon. (Not cumulative.)   |    |   |  |

Aff Affiliation

Abi Attributes

AU Alternate Universe

F Federation

R Rogue

Ps Points

R Random

Rq Requirement



## players guide

| Name | Requirement | Rarity |
|------|-------------|--------|
|------|-------------|--------|

|  |    |   |
|--|----|---|
| <b>Thermal Deflectors</b>  | U  |   |
| Plays on table. While in play, nullifies Firestorm, Thought Fire, Plasma Fire, Fire Sculptor and Phaser Burns.                                 |    |   |
| <b>Warfare Conditions</b>  | AU | R |
| Plays on table only if a Federation ship is attacked by another ship. While in play, the Fed. may battle attacking ship's affiliation at will. |    |   |
| <b>Yellow Alert</b>  | C  |   |
| Plays on table. While in play, cancels (discard) and prevents Red Alerts AND all your Personnel are each Cunning +1. (Not cumulative.)         |    |   |

## INTERRUPTS

| Name | Points | Requirement | Rarity |
|------|--------|-------------|--------|
|------|--------|-------------|--------|

|   |   |  |  |
|---|---|--|--|
| <b>Anti-Matter Spread</b>   | C |  |  |
| Plays at start of ship battle. For this battle, opposing ships' Weapons-1 for each personnel aboard with Cunning-8 or Borg Ship Weapons-16 this turn. |   |  |  |



**Paul Rice:** In addition to having pretty good stats for a universal character, this guy also has Command ability and Leadership. He's also got a nifty ability which will nullify one Echo Papa 607 Killer Drone wherever he is, but perhaps the funkiest part of the whole card is the little in-joke the Decipher folks decided to add to pay homage to the Beatles. Check out the copyright.

|  |    |   |  |
|--|----|---|--|
| <b>Barclay Transporter Phobia</b>  | U  |   |  |
| Plays during transport by beaming, Dimensional Shifting or Iconic Gateway. One personnel (random selection) refuses all transport until cured with Plexing.                          |    |   |  |
| <b>Brain Drain</b>   | AU | U |  |
| Removes all skills and Cunning from any one personnel for the rest of this turn. OR Doubles effects of Interphasic Plasma Creatures.   |    |   |  |
| <b>Countermand</b>   | C  |   |  |
| Nullifies Telepathic Alien Kidnappers OR if opponent just played Res-Q or Palor Toff, suspend that action, look through opponent's discard pile and put any three cards out-of-play. |    |   |  |
| <b>Dead In Bed</b>   | AU | U |  |
| Kills any one personnel currently in stasis.   |    |   |  |
| <b>Destroy Radioactive Garbage Scow-10</b>   | C  |   |  |
| Plays to discard Scow. Kills all personnel at location unless aboard ship or Thermal Deflectors present. If mission not done yet, reduce its points.                                 |    |   |  |
| <b>Devidion Foragers</b>   | AU | C |  |
| Look through any one discard pile and place two personnel out-of-play. Add attribute numbers to one of your AU icon personnel for this turn.   |    |   |  |
| <b>Eyes In The Dark</b>  | AU | C |  |
| Plays when facing a dilemma. If Empathy present, add the skills and attribute numbers of one personnel (random selection) from any opponent's ship (your choice).                    |    |   |  |
| <b>Fire Sculptor</b>   | C  |   |  |
| Plays on Plasma Fire or Warp Core Breach to move onto nearest opponent's ship. OR "Melt" (place out-of-play) 1 card in any 1 discard pile.   |    |   |  |
| <b>Hail</b>  | C  |   |  |
| Plays on any ship "flying by" one of your ships; it must stop at your location OR Select two ships; they cannot battle each other this turn.   |    |   |  |

| Name  | Points | Requirement | Rarity |
|---|--------|-------------|--------|
| <b>Howard Heirloom Candle</b>   | C      |             |        |
| Plays to double effects of Anaphasic Organism or Empathic Echo OR nullifies Coalescent Organism OR prevents Anya or Salia from morphing this turn.                                |        |             |        |
| <b>Humuhumunukunuuipoa</b>  | C      |             |        |
| Plays on any location. For this turn: Your personnel with Youth are Cunning +4 and Strength +4. Opponent's non-aligned personnel are Cunning -4 and Strength -4.                  |        |             |        |
| <b>Incoming Message: Attack Authorization</b>   | U      |             |        |
| Plays on any Federation ship. If Treachery aboard, "This ship must immediately attack one ship (your choice) at this location." May ignore if V.I.P. aboard.                      |        |             |        |
| <b>Isabella</b>   | U      |             |        |
| Plays on any non-Borg ship at a nebula; it is destroyed unless Youth aboard by end of your next turn. OR Kill any one Greed personnel who just exploited a Warship.               |        |             |        |
| <b>Jamaharon</b>  | C      |             |        |
| Nullifies Horga'n OR Parallel Romance OR if plant Risa is on spaceline, immediately move any 1 male personnel alone on planet to Risa.  |        |             |        |
| <b>Kevin Uxbridge: Convergence Interrupt</b>  | C      |             |        |
| Destroys all Event cards in play at any one spaceline location (including those on ships).  |        |             |        |
| <b>La Forge Maneuver</b>  | U      |             |        |
| Plays to expose any 1 cloaked ship at planet location. It is vulnerable (as if it were de-cloaked) if next action is an attack against that ship.                                 |        |             |        |
| <b>Latium Payoff</b>  | X      |             | C      |
| Plays if Greed aboard your ship when it destroys another ship in battle. X-3 bonus points for each Officer aboard destroyed ship. (Not cumulative.)                               |        |             |        |
| <b>Phaser Burns</b>   | C      |             |        |
| If phasers or disruptors are present during an Away Team battle, before a winner is determined randomly select 2 opposing personnel to die.                                       |        |             |        |
| <b>Rescue Captives</b>  | U      |             |        |
| All you personnel currently held captive are returned to your outpost(s), nullifying Interrogation, Brainwash and Torture, if any or all are in progress.                         |        |             |        |
| <b>Romulan Ambush</b>   | U      |             |        |
| Destroys opponent's ship with Shields <6 present with your D'deridex-class ship. Crew killed, except 1 personnel (your choice) is made captive.                                   |        |             |        |
| <b>Security Sacrifice</b>   | C      |             |        |
| One Security personnel present may sacrifice (substitute) for another personnel who has been randomly selected to die.  |        |             |        |
| <b>Seize Wesley</b>   | R      |             |        |
| Lays on opponent's ship under influence of Klorian Game dilemma. All remaining personnel are disabled. If Wesley Crusher aboard, he is made your captive.                         |        |             |        |
| <b>Senior Staff Meeting</b>   | U      |             |        |
| Plays on ship with Officer, Engineer, Medical, Science and Security aboard, just before the initial attempt of a space mission. First dilemma encountered is discarded.           |        |             |        |
| <b>Temporal Narcosis</b>  | AU     | U           |        |
| Plays when opp. is using Horga'n, Revolving Door, Emergency Transporter Ambombs or Energy Vortex. Your next turn take a double turn.  |        |             |        |
| <b>Thine Own Self</b>   | C      |             |        |
| Plays on opponent's one- or two-person Away Team. Away Team is "lost" (place under mission). Rescued if owner later completes mission. Captured if you do.                        |        |             |        |
| <b>Vorgon Raiders</b>   | AU     | R           |        |
| If you have Ajur and Boratus together in play, discard them and "steal" (use as your own) any one artifact in play or just played as an Interrupt card.                           |        |             |        |
| <b>Vulcan Nerve Pinch</b>   | C      |             |        |
| Plays at start of Away Team or Rogue Borg battle. Each Vulcan or Soong-Type Android present may place one personnel (random selection) in stasis until the end of your next turn. |        |             |        |
| <b>Wolf</b>   | AU     | U           |        |
| Saves any personnel with Empathy who has been randomly selected to die or to be captured. OR Nullifies Barclay Transporter Phobia.  |        |             |        |

## MISSIONS

| Name  | Type    | Aff  | Points | Span | Rarity |
|---|---------|------|--------|------|--------|
| <b>Brute Force</b>  | K       |      | 30     | 3    | R      |
| Strength > 10 x number of Away Team members present (minimum 3 personnel)               |         |      |        |      |        |
| <b>Compromised Mission</b>  | Space   | K, R | 35     | 4    | R      |
| Treachery x2 + Computer Skill + Strength > 35   |         |      |        |      |        |
| <b>Diplomatic Conference</b>  | F, K, R |      | 60     | 4    | R      |
| One V.I.P. from each of three affiliations + one non-aligned V.I.P.                     |         |      |        |      |        |
| <b>FGC-47 Research</b>  | F, K, R |      | 30     | X    | R      |
| Diplomacy + Youth x2 X-6 minus each Navigation aboard ship                              |         |      |        |      |        |
| <b>Fissure Research</b>   | F, K, R |      | 35     | 3    | R      |
| Astrophysics + Physics + 3 AU icon Personnel  |         |      |        |      |        |
| <b>Quolur II Rendezvous</b>   | Planet  | N    | 30     | 4    | U      |
| Treachery + Greed OR Antiope Aligned personnel on planet in stasis until mission saved. |         |      |        |      |        |
| <b>Quosh Conspiracy</b>   | Space   | K    | 40     | 3    | R      |
| Tal Shiar + Integrity < 21  |         |      |        |      |        |
| <b>Reunion</b>  | Planet  | F    | X      | 3    | R      |
| Miracle Worker OR Contaminous OR Spock. X-15 points if one present, 40 if all three.    |         |      |        |      |        |

| Name  | Type   | Aff | Points | Span | Rarity |
|---|--------|-----|--------|------|--------|
| <b>Risa Shore Leave</b>                         | Planet | F   | 30     | 3    | R      |
| Music + Youth + Civilization x2 + Female + Male |        |     |        |      |        |
| <b>Warped Space</b>                             | Space  | K   | 45     | 5    | R      |
| Science x2 + Navigation + Astrophysics          |        |     |        |      |        |

## PERSONNEL

| Name   | Type     | Aff  | Att    | Ldrs | Req | Rarity |
|--|----------|------|--------|------|-----|--------|
| <b>Ajur</b>  | Security | N    | 1/8/3  | S    | AU  | U      |
| Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection). |          |      |        |      |     |        |
| <b>Berlingoff Rasmussen</b>  | Civilian | N    | 2/6/4  | —    | AU  | R      |
| Treachery, Archaeology, Greed. May nullify Time Travel Pod if present. (Discard both.)                           |          |      |        |      |     |        |
| <b>Beverly Picard</b>  | Officer  | F    | 8/8/4  | C    | AU  | R      |
| Medical x2, Leadership, Biology  |          |      |        |      |     |        |
| <b>Boratus</b>   | Security | N    | 1/5/7  | —    | AU  | U      |
| Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection). |          |      |        |      |     |        |
| <b>Commander Tomalak</b>   | Officer  | R    | 7/7/9  | C    | AU  | R      |
| Diplomacy, Leadership  |          |      |        |      |     |        |
| <b>Dathon</b>  | Officer  | N    | 9/8/6  | C    |     | R      |
| Diplomacy x2, Leadership, Honor. Nullifies Tamaran-related dilemmas where present.                               |          |      |        |      |     |        |
| <b>D'Tan</b>   | Civilian | R    | 7/6/3  | —    |     | U      |
| Youth, Archaeology where present, Romulans without Treachery are Integrity +1                                    |          |      |        |      |     |        |
| <b>Governor Wolf</b>   | V.I.P.   | K    | 8/7/8  | C    | AU  | R      |
| Security, Honor x2, Navigation, Diplomacy, Leadership  |          |      |        |      |     |        |
| <b>Ian Andrew Trol</b>   | Officer  | F    | 8/8/6  | C    | AU  | R      |
| Diplomacy, Leadership, Music, Computer Skill   |          |      |        |      |     |        |
| <b>Jack Crusher</b>  | Officer  | F    | 8/8/7  | C    | AU  | R      |
| Honor, Archaeology, Music, Leadership, Computer Skill  |          |      |        |      |     |        |
| <b>K'mtar</b>  | V.I.P.   | K    | 8/8/8  | C    | AU  | R      |
| Diplomacy, Leadership, Honor. Att. all +5 if with Alexander Rozhenko.  |          |      |        |      |     |        |
| <b>Lakania</b>   | Civilian | N    | 8/12/3 | S    | AU  | U      |
| Ship he is on can leave one end of spaceline and enter other end. Wesley Crusher attributes +4, if present.      |          |      |        |      |     |        |
| <b>Li (i.g.) Picard</b>  | Science  | F    | 8/6/6  | S    | AU  | U      |
| Astrophysics, Navigation   |          |      |        |      |     |        |
| <b>Major Rakal</b>   | V.I.P.   | R, F | 4/8/4  | C    | AU  | R      |
| Romulan: Tal Shiar, Empathy, Treachery. Federation: Empathy, Diplomacy, Integrity +4, Cunning -1                 |          |      |        |      |     |        |
| <b>Maques</b>  | V.I.P.   | N    | 8/7/4  | —    |     | U      |
| Empathy x2, Diplomacy  |          |      |        |      |     |        |
| <b>Mickey D.</b>   | Civilian | N    | 1/5/8  | —    | AU  | U      |
| Treachery automatically wins Royale Casino side games, if present.   |          |      |        |      |     |        |
| <b>Montgomery Scott</b>  | Engineer | F    | 7/8/3  | C    |     | C      |
| Engineer, Astrophysics, Honor, Miracle Worker  |          |      |        |      |     |        |
| <b>Paul Rice</b>   | Officer  | F    | 7/7/6  | C    |     | U      |
| Leadership, Computer Skill. Nullifies one Echo Papa 607 where present. Holographic. Universal.                   |          |      |        |      |     |        |
| <b>Rachel Garrett</b>  | Officer  | F    | 9/7/5  | C    | AU  | R      |
| Honor, Engineer, Leadership, Diplomacy, Astrophysics   |          |      |        |      |     |        |
| <b>Richard Castillo</b>  | Officer  | F    | 8/7/7  | C    | AU  | U      |
| Leadership, Navigation   |          |      |        |      |     |        |
| <b>Stefan DeSeve</b>   | Civilian | R, F | 5/8/5  | S    | AU  | R      |
| Romulan: Treachery, Greed. Federation: Officer, Treachery, Integrity -1  |          |      |        |      |     |        |
| <b>Targ</b>  | Animal   | K    | 4/1/5  | —    |     | C      |
| All non-Targ Klingons Strength +1 where present. Nullifies one just-played Rogue Borg where present. Universal.  |          |      |        |      |     |        |
| <b>Tosha Yar-Alternate</b>   | Security | F    | 8/7/8  | S    | AU  | R      |
| Honor, Leadership. Armed with Starfleet Type II Phaser   |          |      |        |      |     |        |

## SHIPS

| Name  | Type        | Aff | Attributes | Leadership   | Req | Rarity |
|---|-------------|-----|------------|--------------|-----|--------|
| <b>Decius</b>   | D'deridex   | R   | 10/9/8     | C, S, AU     |     | AU R   |
| Cloaking Device, Holodeck, Tractor Beam   |             |     |            |              |     |        |
| <b>Edo Vessel</b>   | Unknown     | N   | 5/10/X     | S, AU, AU    |     | AU R   |
| X=8 However, there is always a 50/50 chance any attack is nullified.  |             |     |            |              |     |        |
| <b>Future Enterprise</b>  | Galaxy      | F   | 13/10/9    | C, AU, AU    |     | AU UR  |
| Cloaking Device, Holodeck, Tractor Beam   |             |     |            |              |     |        |
| <b>Gomtuu</b>   | Living Ship | N   | 7/7/6      | Empathy x2   |     | R      |
| If staffed, immune to Supernova. * If target has shields <9, hurt it up to 9 span.                                |             |     |            |              |     |        |
| <b>I.K.C. Fek'hr</b>  | Voodieh     | K   | 11/9/8     | C, S, AU, AU |     | AU R   |
| Cloaking Device, Holodeck, Tractor Beam   |             |     |            |              |     |        |
| <b>I.K.C. K'Ralak</b>   | K'Vort      | K   | 6/8/6      | S            |     | C      |
| Cloaking Device, Tractor Beam   |             |     |            |              |     |        |
| <b>Neutral Outpost</b>  | Outpost     | —   | -/-/24     |              |     | C      |
| Seed one of any Space location OR build later at a Space location where any Engineer is present. No repairs here. |             |     |            |              |     |        |
| <b>Tama</b>   | Darmok      | N   | 7/9/8      | C, S         |     | U      |
| Particle Scattering Device  |             |     |            |              |     |        |
| <b>U.S.S. Enterprise-C</b>  | Ambassador  | F   | 8/7/8      | C, S, AU     |     | AU R   |
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# Swan SONG

Rick Swan's unique take on the world of gaming

## He-Men Women Haters



It was a late Saturday night. The wife and I were in the middle of a *Monopoly* game when I decided to ask her a question that'd been bothering me for a long time.

"Explain something to me," I said, handing her the dice. "You like *Monopoly*. You like *Scrabble*. You like *Trivial Pursuit*. As far as I can tell, you like just about every kind of game there is except card games. How come?" This also happened to be true for our female neighbors, my sister-in-law and my female cousins. All were avid gamers, but trying to get them interested in CCGs was like trying to get vampires interested in sharp stakes.

She rolled the dice, landed on Free Parking, and then bought a hotel for Vermont Avenue. "That's not true. I like some of 'em. I like *SimCity*. I like *Star Trek*."

"What else?"

She shrugged.

My turn. I landed on Vermont and forked over \$550. "Stay right there." I left the room, returning a few minutes later with an armload of card games. I handed her a copy of *Rage*, the game of battling werewolves. "What do you think of this one?"

She thumbed through the cards—Broken Limb, Vital Blow, Disembowelment—in all their blood-splattered glory. "Gross, gross, gross, gross, really disgusting, gross." She handed them back. "No way." She landed on Go and pocketed \$200.

"Okay, try this one." I gave her *Guardians*, the fantasy game with all the cute stuff like Smogwarts and Giant Penguins. Naturally, she ignored the Giant Penguins and went straight for the Babes, Wild Nymphs and every other card that featured nubile females in various states of undress. "Totally sexist," she said, shaking her head. "I can't believe this. These are demeaning!"

I rolled again, landing on Tennessee Avenue, another one of hers. "What's demeaning about them?"

"I'll buy you a new car if you can find me 10 women who don't think these are offensive."

Right. Like I know 10 women. "Yeah, well, but not every game is like that. *Rage*, for instance. That isn't demeaning."

"No, that's just repulsive. You owe me \$950." While I was busy mortgaging my railroads, she went to the bookshelf and retrieved one of our leather-bound volumes of

*InQuest*. She turned to the first letters page, then flopped it down in front of me.

"How many of these letters were written by women?" she asked.

I studied the names. "Uh, zero."

"Look down here. See all these people wanting pen pals? How many are women?"

"Well..."

"And that game convention you dragged me to last summer. How many women?"

"Lots. As a matter of fact—"

"Not counting the ones in chain-mail bikinis."

She had me there.

She took her turn. A hotel went up on Park Place. "Look, I'm sure there are women who like this stuff. But you've got to admit, card games are mostly for males. They're mostly made by males, mostly played by males and mostly marketed to males. They always have been. And they probably always will be."

She picked up the *Guardians* deck with her thumb and finger, holding it like a dead rat, and continued: "I want you to think about this. Imagine that every image in this deck of a half-dressed woman was replaced with an image of a half-dressed man. Imagine that instead of Babes cards, there were Hunks cards that showed dewy-eyed guys in teeny little jockstraps. How interested would you be?"

It was 2 a.m. This conversation was giving me a headache.

"You have," she said, counting my money, "\$16 left."

"Can I borrow a hundred?"

She rolled her eyes.

"Okay, I give up." I gave her the \$16. "But since I let you win, I expect you to humor me."

"Oh? How so?"

"By trying the card game I invented. Guaranteed to bring the sexes together. I'm gonna sell it to Wizards of the Coast and make us rich."

She eyed me warily. "What is it?"

"Strip Magic. First, you unbuckle your—"

The *Monopoly* board missed my head by a good two feet. Lucky for me, she throws like a girl.



Rick Swan would like you to know that the preceding is a work of fiction. Uh, mostly. So is his "Contest of Champions" feature on page 36.



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